

INSIDE!

STREET RACER, ROAD RASH 3 AND THEME PARK TIPS

SEGA POWER

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CHAOTIX reviewed

Street Fighter II
the game of the movie

PETE SAMPRAS '96
previewed

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FOUNT

Primal

Rrrrrrage!



Eat. Kill. And be happy. This is the life. And we reveal all.

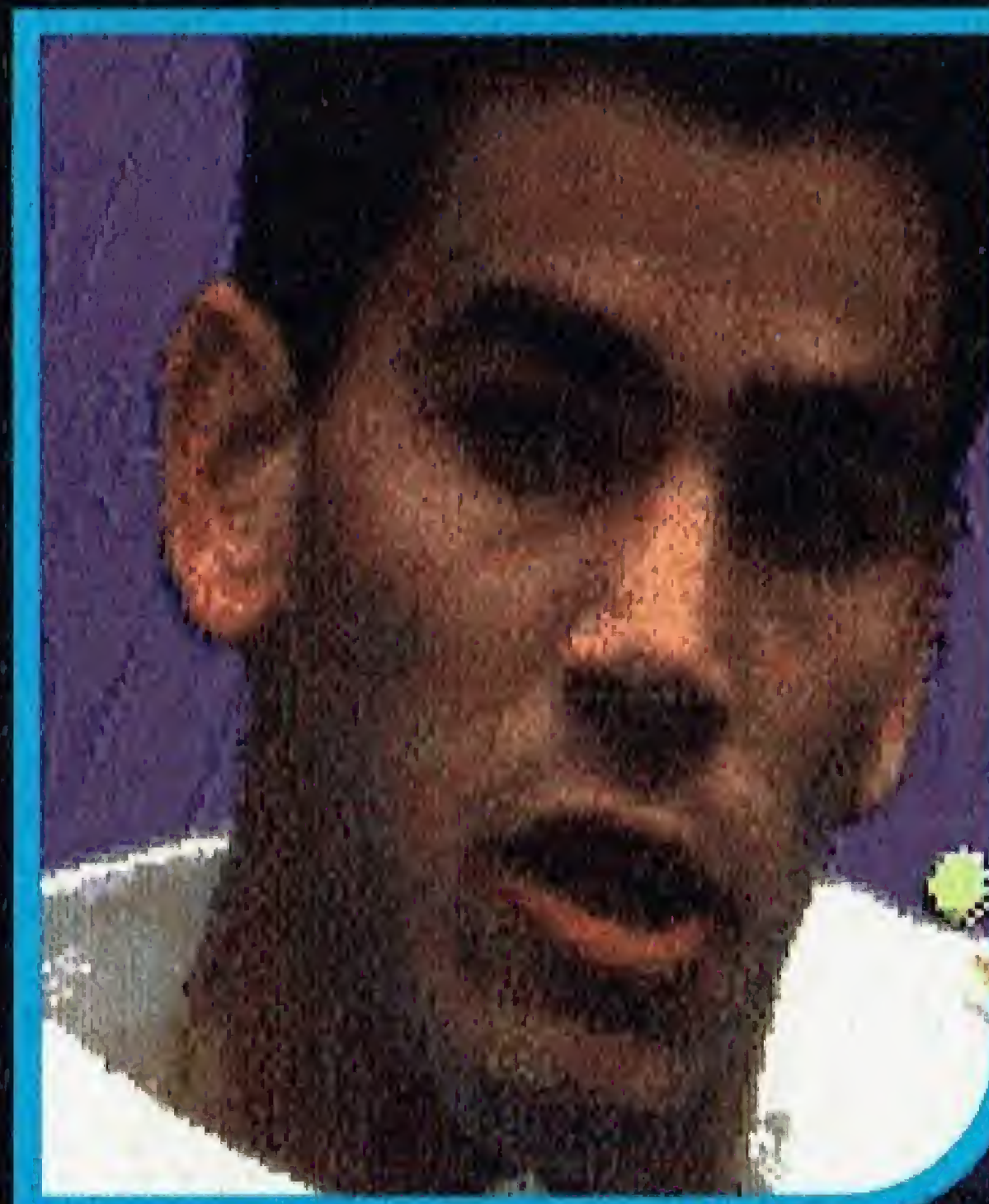
10 PRIMAL RAGE! AND WE'VE GOT IT! Shouting's over, so now you can turn to take a look at this smart multifor-
mat game without any more hassle. OK?

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Preview

16 You know that Kylie Minogue? Saucy lass with the London accent. Anyway, we've got loads of EXCLUSIVE pictures of that, er, film/game thing she's in with that short muscley geezer Van Dumb. Street Cleaner 2 or something (16). Isn't Kylie a bit, well, on the petite side as well? What the hell is going on anyway? Dwarves everywhere these days. Other top preview news: Night Warriors (17), Pete Sampras '96 (18), Man United (19) and Indy's Adventure (20).



entts

READERS' TOP 100

26

This is the bit where we prove we actually still have readers, unlike some rapidly shrinking mags we could mention (arf). This month's gimmick: your top 100 best ever favourite games.

Plus a few favourite crap ones too.



This is an outstanding chance to use yet another Doom pun. But thankfully we've run out of space.

CHAOTIX

30

There's this guy Knuckles, right, and he's lost his mate Sonic, okay, and for some reason he's chosen to look for him in this video game. Weird or what? Why not just go down the Salvation Army or something?



Reviews... Of A Weevil!

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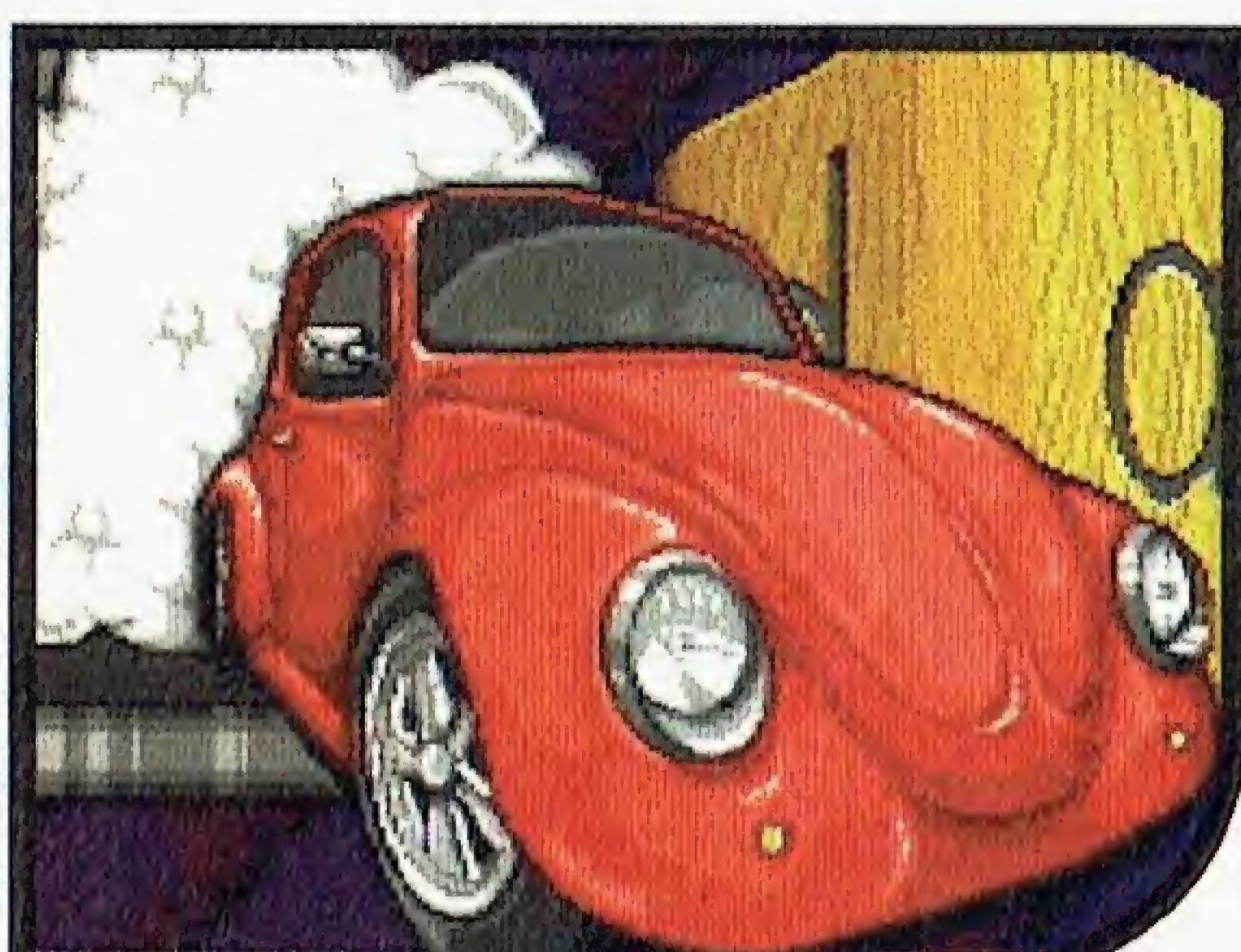
WIN A SATURN AND EAT LOADS OF CLORETS

Those lovely people at Clorets have kindly wrestled Sega to the ground and arm-locked a pile of great competition prizes out of them. Not only could you lay your hands on one of these fine Sega Saturn consoles, but, gasp, your mates could even win a Mega Drive game or two as well. Turn to page 22 for all the details.



News

Micro MACHINES... '96

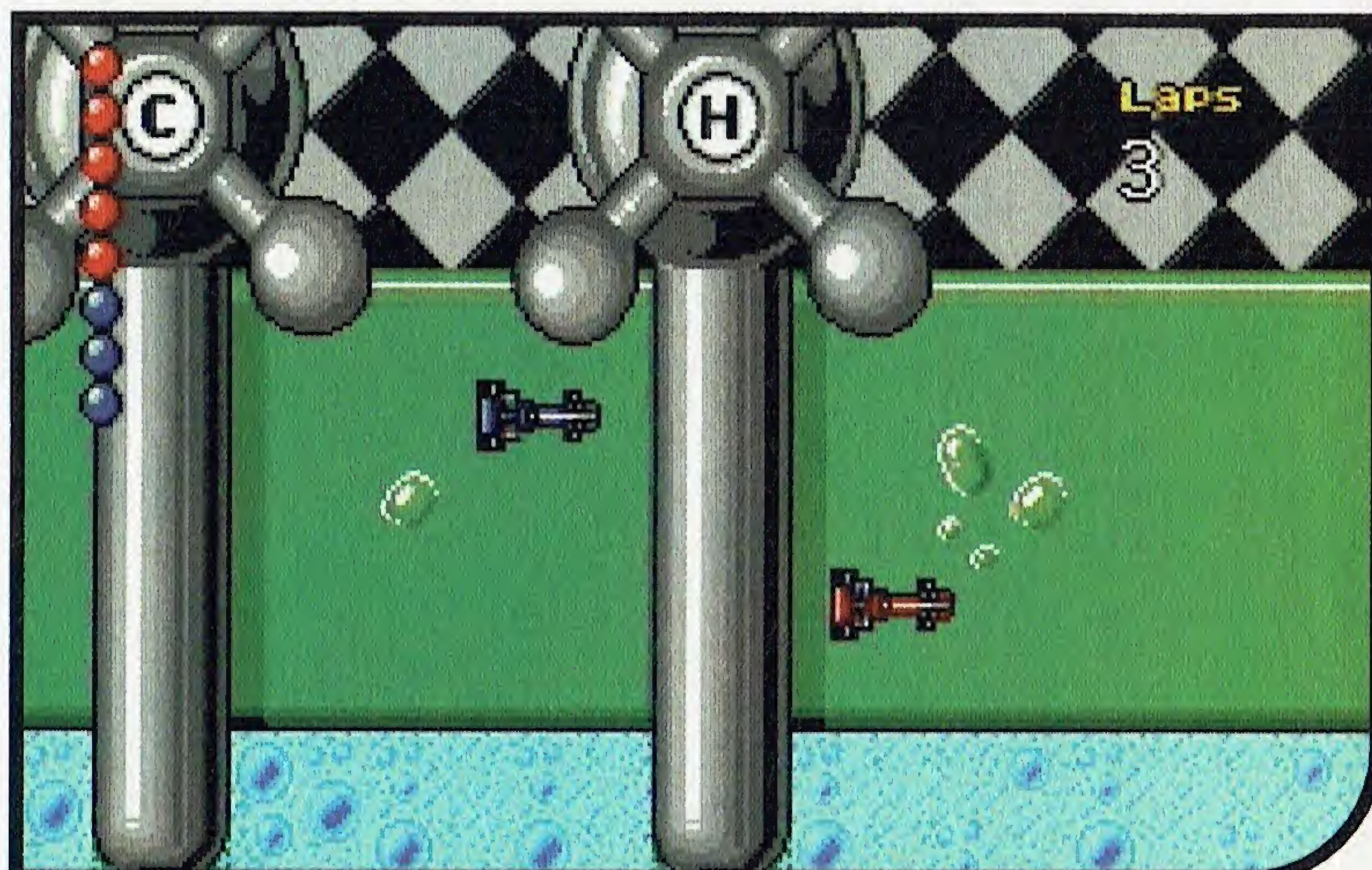


We like to get the news first, see? Keep you happy...

EXCCCLLUUUUSSSIIVVVEE!!!! Codemasters are NOW working on the follow-up to one of the best things of all things... *Micro Machines The Two*. The 'sequel', as we call them in the business, will play muchly like *MM2*. But there will be more 'things', like tracks, players and that. Not unusual, but quite exciting.

Codemasters have also promised us that the game - out in the Autumn - will have a track construction kit on it. This means that you'll be able to design your own tracks, save them onto the cart and rush off to your mate's houses to impress 'em. WATCH THEM CLAP LIKE SEALS.

And if you're not excited enough by that, you could also win A YEAR'S SUPPLY OF SHEPHERD'S PIE! Oh.

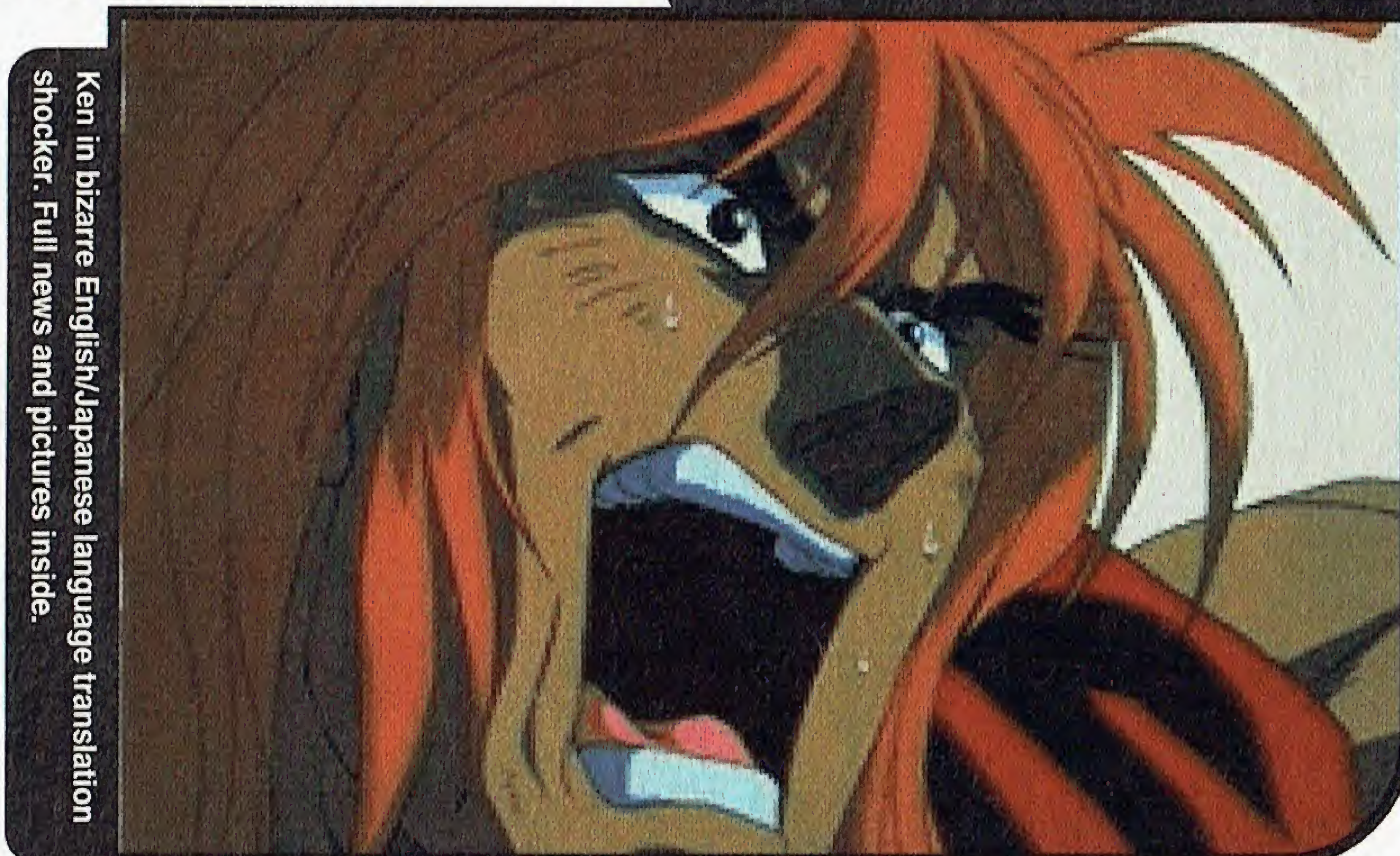


This is a shot of Micro Machines 2. If you didn't know that then you must have had your head under a rock for the last three years... AAAARRRRRGH!



...because if you're happy, we're happy. Nice and that.

The Streetfighter MANGA movie



Ken in bizarre English/Japanese language translation shocker. Full news and pictures inside.

The official big *Streetfighter* movie thing should be out around now and stars all the 'wonderful' people that you've read about in our mag and many others. But what about the Manga-style animation film? Heard about that, have you? Hmmm? Hmm? Oh, you have. Well, here are some lovely (ahem) exclusive shots, and they're NOT taken from a video and that.



The movie should be released in America in the Autumn and I'm reliably informed that it will come 'out' in this fair isle sometime in the new year.

Right, it's better than the actual film version because, as it's a cartoon, it retains the 'feel' of the game in a more authenticity way. Yes? If you're rich and you've got one of those NTSC video things, then you'll be able to watch it soon...

Astal

Sega are already planning BIG things for the Saturn. As well as all the wonderful arcade conversions, they've also got some original products under wraps. Once of which is *Astal*, and yeeesss... it's a platformer.

Not in the standard sense, though. Calling this a standard platformer would be like calling cheese a rather nice food product. Anyway, enough of such dairy nonsense, *Astal* looks bloody gorgeous, has some crystal things in it and a huge Manga-style intro. Lovely. Oh yes, out at the end of the year.

BUG



Look, look, has he got an earring? Disgusting. In my day the only thing boys had in their ears was wax. Blah VE Day Blah...



Avoiding any crap bug-ger jokes (do you hear us *Spleen Latrines?*), we skip joyfully onto the next forthcoming Saturn release. It's being written in America and IS ORIGINAL. And about time too.

Nice graphics - as I'm sure you'll agree - and scaling maze stuff all over the shop. It's in 3D and you travel along a series of mode 7 paths (it's the best way I can think of to describe it), avoiding the usual things and killing stuff. Okay, so I don't know much about it, but I could tell you about my new flat - it's very nice and posh... Er.

Grandchaser

Well, I was disappointed with *Daytona*... Soorry. Anyway, my full smiles appeared back on my face when I clocked *Grandchaser* from Sega. It's another Sega Saturn game, and it's another one due for release around the time of the Saturn's launch.

It's a futuristic racing game - much like a cross between *Daytona* and the Nintendo game, *F-Zero*. Maybe it's just my imagination, but I'm sure the game looked smoother and undated quicker than *Daytona*. More treaty stuff as well, 'cos the game's got a wonderful SPLIT-SCREEN TWO PLAYER option.



How nice, a waterfall. Hmmm.

"I was a gaming monster..."

Cathy Dennis

In its young and impressionable days, *Sega Power* was once guilty of making a bigger thing than it should've done over Cathy Dennis.

We're very sorry.

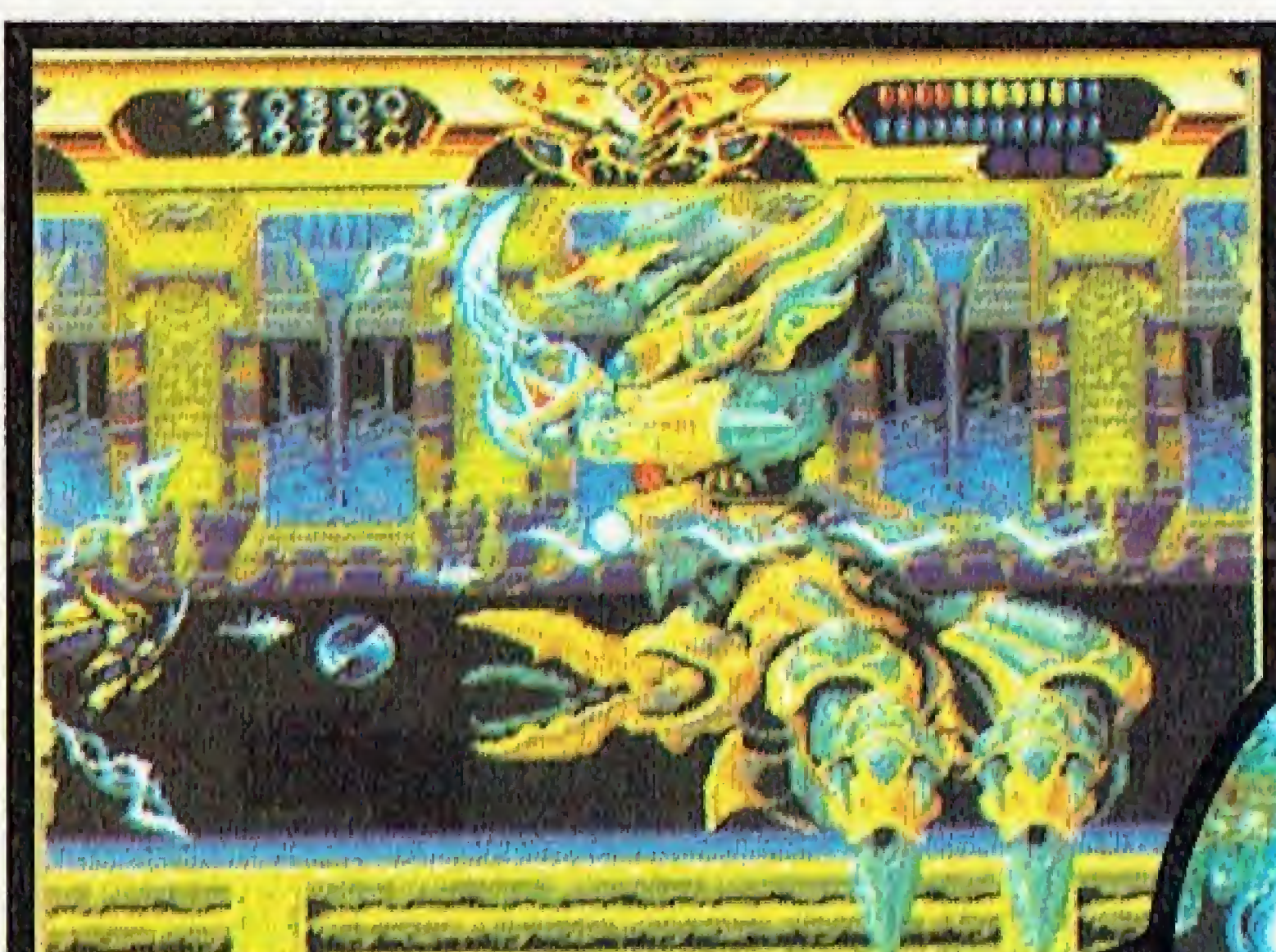
The reasons for all this are painfully obvious... It was a desperate bid by her publicity company to try to drum up some interest for her repulsive album.

She claimed to be a huge Sonic fan (the Game Gear version), but to be honest, I'd be impressed if she could tell the difference between a Game Gear and a toaster. For our past crimes, we apologise. Cathy Dennis, on the other hand, deserves no forgiveness.

Lords of Thunder

A conversion of the TurboGrafx-16 Super CD game, anal fact fans... and it's a shoot-'em-up. Out through Virgin. Review next issue. That's the facts mam, now for the filling... Crap plot, involving a country called Mistral, an evil Priest called Sornbul, and you're Duran - the last descendant of Drak. ENOUGH.

Large bosses, a hard rock soundtrack (well, nothing's perfect) and all the usual explosions, monsters and colours you'd expect from a Japanese shooty thing. Like I said, review next issue.



It's Japanese. It's a shooty thing. Bound to be odd in the extreme.



Earthworm

Jim on Game Gear!!!

Wonderful news, oh mild-mannered Game Gear

owners - Earthworm Jim is coming to see you, staying for tea, and if you're very lucky, he might sleep over and cook you breakfast.

It's flopping onto us around the month called 'August' and it'll be out through Virgin. Nice. There *will* be eight levels, hidden areas and lots of smoothly animated, gorgeous-looking graphics. Full preview next thing.



Brain Dead 13

Readysoft (of *Dragon's Lair* and *Space Ace* fame) haven't been sitting on their bums watching cartoons. Oh no, they've been **MAKING THEM**. *Brain Dead 13* is the amusingly titled offering from them, via Empire software, and it's the cheeky fellow's outing for Sega.

It's destined for the Mega CD and Saturn, and although it's similar to *Dragon's Lair* et al in that you control a cartoon character thing, Readysoft promise us that there's no set route through, and you can do loads of things in any order. Hmm... Big things soon? **WE LIVE AND HOPE.**



"I'm an idiot. Feel sorry for me..."



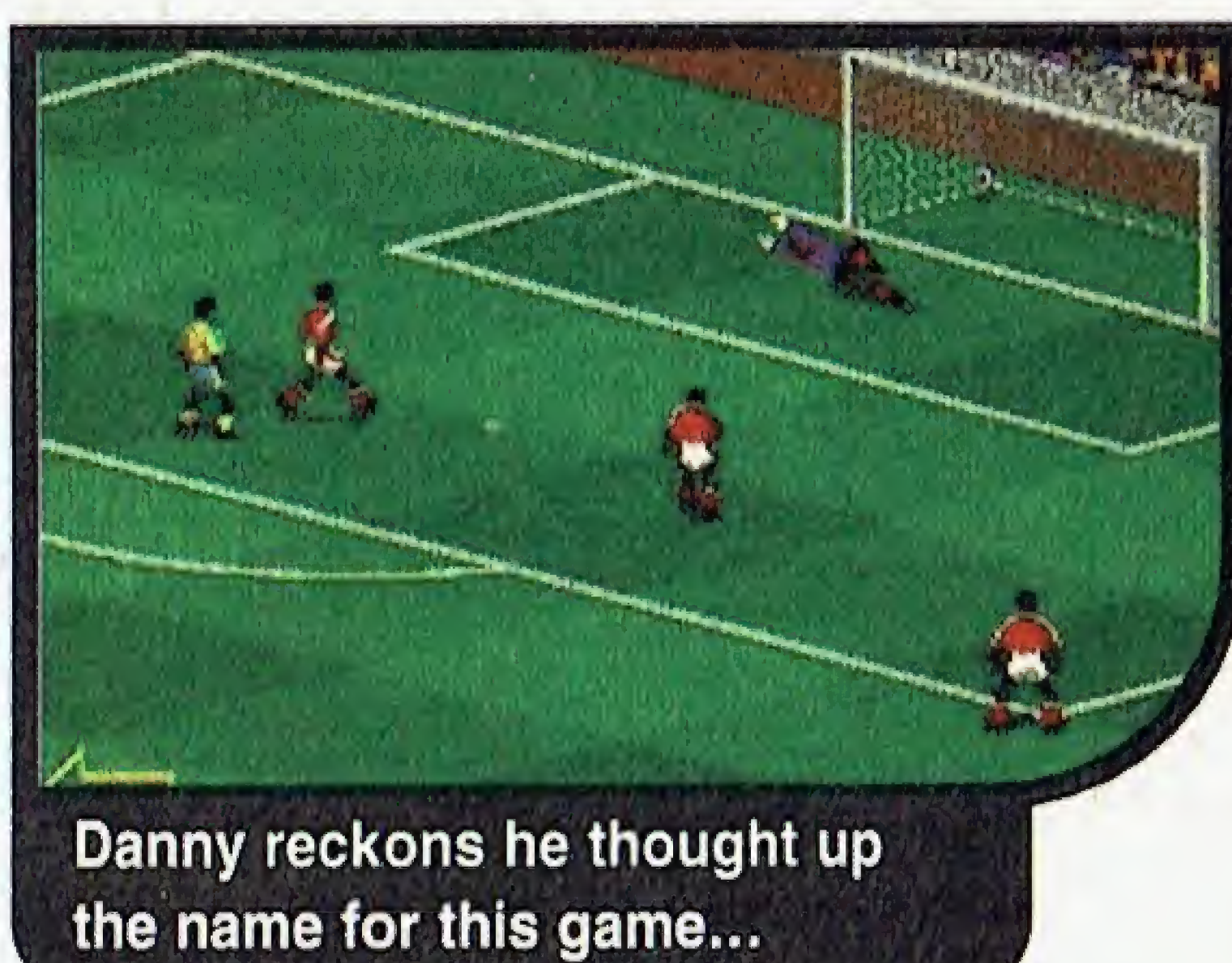
If I said you had a beautiful body, would you hold it against me?

RDF

Radical Dance Faction? Heard of them? Probably not, but I digress. RDF - Global Conflict hasn't got anything at all to do with music, but it is a funky-looking Mega CD game. Very much in the style of *Thunderhawk* from Core - only that this is in a tank and *Thunderhawk* is in a helicopter (thank you).

15 great big levels, plus all manner of metal, killing things await you. Um, ah, beginning to sound like a press release. Well, it's nice to see companies using the Mega CD for good things - as opposed to endless rehashed versions of cart games. **NOW I SOUND LIKE SEGA PRO.** Apparently, it's out in big ol' America about now, so it should be filtering through into importers very soon. No news of an official release date, but hey, we live in hope.

FEVER PITCH CHALLENGE



Danny reckons he thought up the name for this game...

What are you doing on either the third or the tenth of June? If you live near any of the HMV shops below, it might not be a bad idea to check out the *US Gold/Fever Pitch Chocka Giveaway Football Competition Challenge* thing. **YOU** play *Fever Pitch* before anyone else. **YOU** get the chance to beat loads of people younger than yourselves and win football things... or even a free trip to London and a Playstation. **READ ON...**

This is where you'll have to be, like, and the times that you'll have to be there. Bit stupid going at any time, really. Well, unless you want to buy a CD or something...

June 3:

Glasgow, Argyle Street
Liverpool, Church Street
Birmingham, High Street
Thurrock, West Thurrock Way
Southampton, Above Bar Street
London, 363 Oxford Street
Brighton, Western Road

June 10:

Newcastle, Northumberland Street
Manchester, Market Street
Leeds, Victoria Walk, Scofield
Centre (ooh, lovely place)
London, Brent Cross Shopping
Centre (ooh, lovelier place)
Reading, Friar Street
Trocadero, Picadilly
Croydon, North End



...apparently it was something to do with an old *Mega* compo.

The challenges will run between 12pm and 3pm, and it'll be possible to register in the respective store a week prior to competition day. Nice.

The winners of each heat will then travel to London for the semis and then (gasp) **THEM FINALS**. These will be held at Level One on the first of July.

YOU COULD WIN STUFF FOR NOTHING! Yes folks... roll-up, roll-up! The winner of this fancy thing will win a Sony Playstation, and every title released by US Gold for it. **FOR EVER!**

They'll also be loads of runners-up prizes which, although not quite as interesting (almost) are *Fever Pitch Goody Bags* (with T-shirts and other football-type niceness in them). Etc. Blah.

But there's more greedy folk. Oh yes. **YOU CAN ALSO WIN STUFF WITH US!!!** We've got 10 packs of

three wonderful T-shirt things. One is titled '*Have you got the balls to play?*' and is loosely based on the classic Gazza/Vinnie Jones picture, where he's grabbing, er, something. One is called '*Parlez-vous Kung Fu?*' and has something to do with karate-kicking French blokes and 10 'snazzy' US Gold T-shirts.

To win stuff, just send us a postcard (no letters please), and that's it. No troublesome questions or tasks, just a postcard. To... **GIMME!** Sega Power, 30 Monmouth St, Bath, Avon, BA1 2BW. Soon.



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• Mega Drive/Game Gear •



POWERS
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Primal Rage

• Release: August • Time Warner •

Right, five pages we have. All about MONSTERS. Beat-'em-ups we love, monsters we love, and Primal Rage is the wondrous thing that combines them both. So let's take a sneak peek at the game that you WILL be playing this summer...



The Mega Drive version has had the arcade's 900 frames of animation cut down to 200. Hardly tell.

We like monsters here at *Sega Power*. This has nothing to do with dangerous Publisher types marauding around after the blood of screaming staff writers, but has lots to do with top arcade-conversion like this.

Y'see, *Primal Rage* has monsters in it. Lots of 'em, in

fact. And these aren't yer average monsters, like the kind of "bloke dressed in an orange carpet and pointy teeth" Doctor Who things, but eight foot towers of claws, teeth and danger. More Jurassic Park than Jekell and Hyde Park. Yeah?

The guys from Atari first wheeled *Primal Rage* out this time last year as a one-on-one arcade machine and now Time Warner, in association with top programmers Probe (what did MK2) are 'doing' the Mega Drive, Game Gear, 32X and Saturn versions.

At the moment, only the Mega Drive and Game Gear efforts have had significant work done on them and



THE STORY

The story is, right, that man wipes himself out (bloody idiot) with some big guns and missiles. And that. Out of the ashes of human civilisation comes a new breed of creature, the Drakonians. Earth is no longer called such, Urth is it's new name (although it still sounds very similar, but the 'EA' has been changed to 'U'). Yes, humans have regressed to cavemen and monsters now rule the Earth. Sorry, 'Urth'.

This isn't reversible. You can't bravely go in with a stick and a club and expect to wipe them all out. No siree, they're here to stay. What YOU have to do is make sure your favourite monster-of-worship stays alive longer than other, rival monsters.

This can be done by the usual collection of moves, special moves-a-plenty and bags of fatalities to impress your chums...

FINISH HIM!

Much like yer *Mortal Kombats* and yer *Killer Instincts* and even yer *Eternal Champions* CD, *Primal Rage* is bloated to the quivering carcass with (Yes!Yes!Yes!) **FATALITIES**. In the Mega Drive and Game Gear versions, each character should have about two finishing moves squirting out of its bakedbean-brained head. Here, we excite, delight and revolt you (oh yes - we can always do that) with some of the more **HORRIBLY VIOLENT** and **UNNECESSARILY GRATUITOUS** fatalities. And remember: come summer, you could be peeing on monsters in the comfort of your own stinkin' bedroom... ►

Diablo burps up this fiery fatality, something of an advance on those crummy *Mortal Kombat*-style blood things. Didn't know dinosaurs could breathe fire though.



THE CHARACTERS

To give you a bit of a 'feel' for the game and create a bit of atmosphere, here's a brief characterisation of each of the, well, characters. Seven of them there are, and we've only 'dipped' into the special moves pool (each character has around six or seven of them). And by the way: a new coin-op of *Primal* should be out this summer with some cosmetic tinkering: more animation, one of those change-the-colour-of-your character options, and a brand new special move assigned to each monster. Ace!

TALON



Appearance: Talon looks like a Raptor... but a bit more colourful. Sharp teeth and funny eyes. Wouldn't trust him as far as I could throw him. Guv?

Special moves:
FRANTIC FURY - Waves his claws about and walks towards you. Better than it sounds. Honest.
JUGULAR BITE - Jumps onto his opponent and gnaws away at his jugular.

CHAOS



Appearance: Like a small Blizzard - the character, not the weather condition - and resembles a monkey on expensive drugs. Strange and vulgar moves. See...

Special moves:
POWER PUKE (fast and slow) - spits out a huge blob of green snotty ooze.
FART OF FURY - Shows his enemy his buffalo chips and farts a nasty, reeking cloud.

The Heart Rencher: Talon, he of Raptorish guise, slashes open his opponent, rips out the still-pulsating heart, shoves it in his dribbling mouth and chews it up. Yum yum bubblegum, stick it up yer doctor's bum et oh dear cetera...

Petrify: Vertigo, the sort of token girlie monster (no genitals, no hairspray, no difference) goes all wizardy with some heavy voodoo trickery, shrinks the sucker to the size of new potato and pops the millilitre-sized snack into her gaping gob.

Brain Bash: 'sall in the name. Blizzard, the angry primeval squaddie that he is, rolls his fist, pulls it back and - Achtung! - fists his opponent's grey matter into pulpy pulp. Very messy, BUT DINOSAURS WEREN'T SUPPOSED TO HAVE BRAINS. Ich bin correct? Ja! Ich bin sparkassenleiter...

The Incinerator: Diablo, (I AM THE GOD OF HELL FIRE!) pukes a huge fireball in the general direction of his giddy rucker and fries the weeping mess leaving some oddly familiar dinosaur bones. Like Scorpion's flamey fatality, yeah?

Gut Fling: Mister Armadon of Chatham, Kent, prefers to burrow his (ahem) 'horn' into facing dinostomach, and sling about them intestines like a foaming octopus. You know, just for a laugh.

Flesh Eating: Sauron wins, Sauron chows down, Sauron burps. (Insert some witty observation about the role of fast food in 90's Britain, blahblahblah.)

Golden Shower: the best has been left 'til last. Chaos, the farting wizard of Islington and pigslop-minded filthosaur, URINATES ACID OVER HIS OPPONENT'S BODY 'TIL IT FIZZLES AWAY INTO THE SOIL TO FEED THE HUNGRY WORMS. Have we upset you? Oh, don't tell yer parents and don't try it at home...

such are being readied for a release at the end of August. Look out for the 32X and Saturn versions mid-November.

Because of the nature of the graphics, the detail, and the 200-odd

animation frames needed per monster, the Mega Drive is coming in a 24Mbit version while the Game Gear weighs in with a comparatively scarcely less weighty 4Mbit. And as you can see from

YER TOP FIVE DINOSAURS

Godzilla

BIG Jap bloke-in-latex-suit monster, with all the personality of an angry tramp after too many pints of Hammerite. You probably already know that this pre-pub yob is already a firm SP favourite with his pile-driving unfairness and clumsy tripping-over-skyscraper ways. Simon wants to marry him.

Common Response to Sighting: "We've got twenty four hours to save Tokyo!" "Mmm. Yes..."

Godzooki

Baby monster, first seen in (gasp) *Son Of Godzilla*, where it burst out of an egg and onto its immensely



smackable face.

'It' was later

reborn in a dismal

late 70s Hanna and Barbera cartoon called (oh really) *Godzilla*. Despite its dad 'coming up from the depths' and being 'twenty stories high', it spent most of its time farting about on a big yacht.

Common Response to Sighting: "Do you think the dad will get angry if we cook it?"

Loch Ness Monster

Legend? My hairy bum-cheek is it. The concept of an ancient plesiosaur swanning about in the murky depths of a Scottish lake is nearly as hard to take

as the fat, gullible tourists that

turn up year after bloody year to photograph the odd floating log or dead

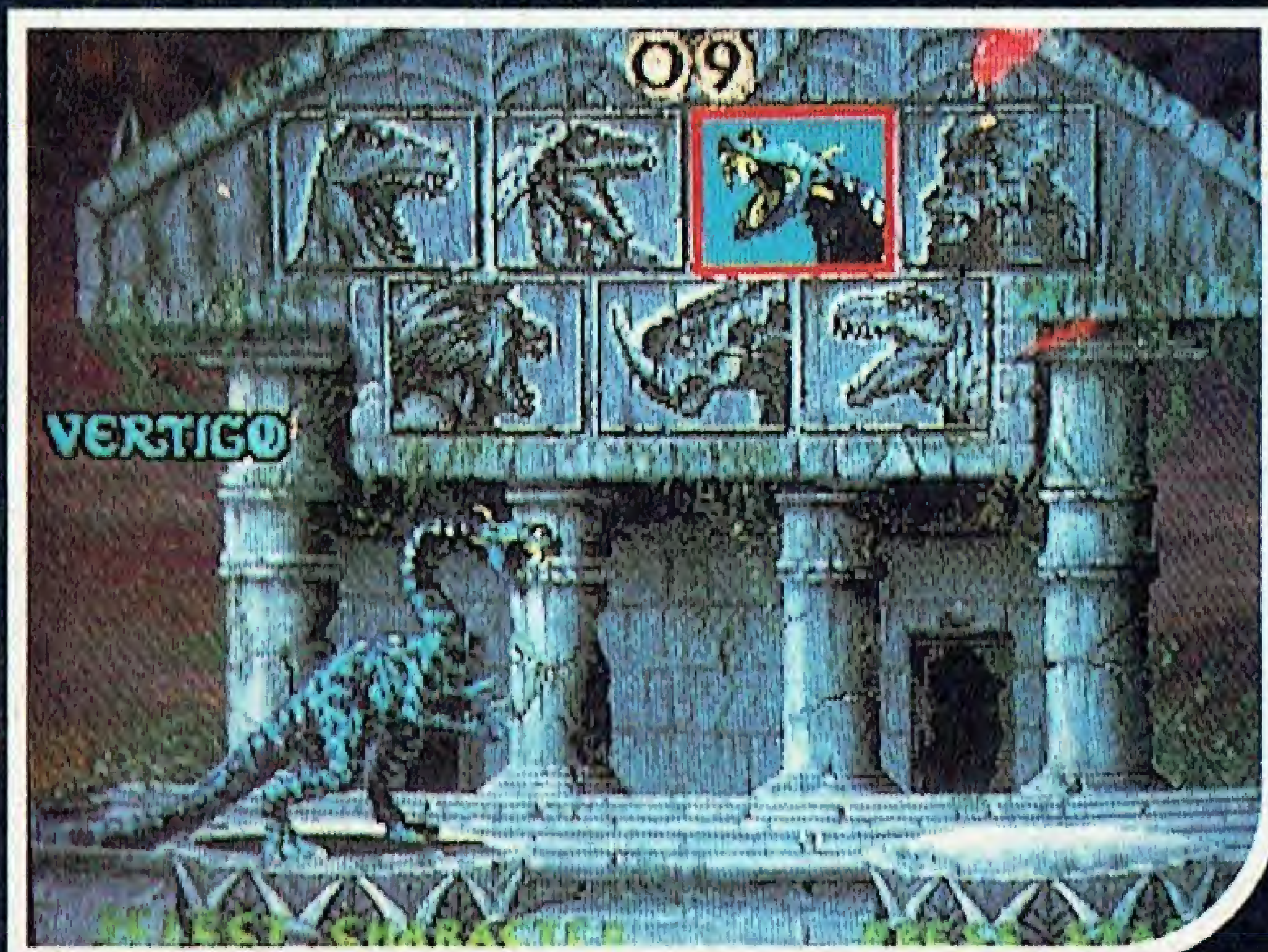
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VERTIGO



Appearance: Looks like a snake from the shoulders upwards, doesn't from the shoulders downwards. Very blue, and pleasantly monsterish. Bit of a druid too apparently.

Special moves:

VENOM SPIT (fast and slow) - Spits purple acid into the face of her opponent. Like (hey!) that Reptile chap.

VOODOO SPELL - Barks out rings that stun your opponent.

ARMADON



Appearance: Unique, really. Not very attractive, but I suppose that's the whole point, really. Spines like a porcupine, but a lot bigger. And that.

Special moves:

FLYING SPIKES - Armadon shoots spikes from his tail.

SPINNING DEATH - Rolls himself into a ball and spins smack bang into other monster's gut.

DIABLO



Appearance: What do you think? Just like that monster from Jurassic Park, but in red. Probably the blood of a thousand victims, or something. We hope.

Special moves:

HOT FOOT - A blast that goes about half way along the screen burning everything in its path.

FIREBALL (fast and slow) - He shoots out a fireball across the screen. Are we being a bit too literal for you here?

the Mega Drive shots, it's been given a fair crack, but you'd expect this as it is conversion specialists Probe Software who have been given the job of putting it onto the consoles. Ace, they are.

This is not the first time that a beat-'em-up has tried to do the biz without human characters - *King of the Monsters* and *Rise of the Robots* have both tried to shabby effect -

otter in the vague belief that it is, in fact, A BIG SWIMMING DINOSAUR. The most famous pic of Nessie, taken by Colonel Robert Wilson in 1934, was revealed last year to be 'a plank of wood with a washing-up bottle on it.' Colonel Wilson - *TRUTH SALUTE!*
Common Response to Sighting:
"Agggghh! I have seen the MONSTER OF THE LOCH yet I have also lost a CONTACT LENS! Whaddya mean, get out of the wardrobe?"



my snake from anorak hood!" Er...

That One in the Flintstones

Half-dog, half-dinosaur 'pet' thing that looks like a dinosaur but behaves like a dog. You know, licks faces, does sleeping, sniffs bums, but all in a dinosaury kinda way. Acceptable concept in a cartoon, downright poodicruous in last year's revolting film starring that fat bloke in a wig.

Common Response to Sighting:

"Oh turn it over. *Josse's Giants* is on the other side..."

That One in the Chewits Advert

Sort of like Godzilla, this pre-historic fuzzy felt giant basically walked over lots of buildings eating people until some bright soddin' spark worked out that dinosaurs, in fact, prefer sweets. Hence the tag line. "Chewits: chewier than Barrow-in-Furness bus depot." Ha?
Common Response to Sighting:
"Sweets are fun, sweets are good, sniff

THE SECRET THINGS

Not really secret things, more like things your knowing friends won't tell you because they like to see you squirm.

**CHEEZ ALERT**

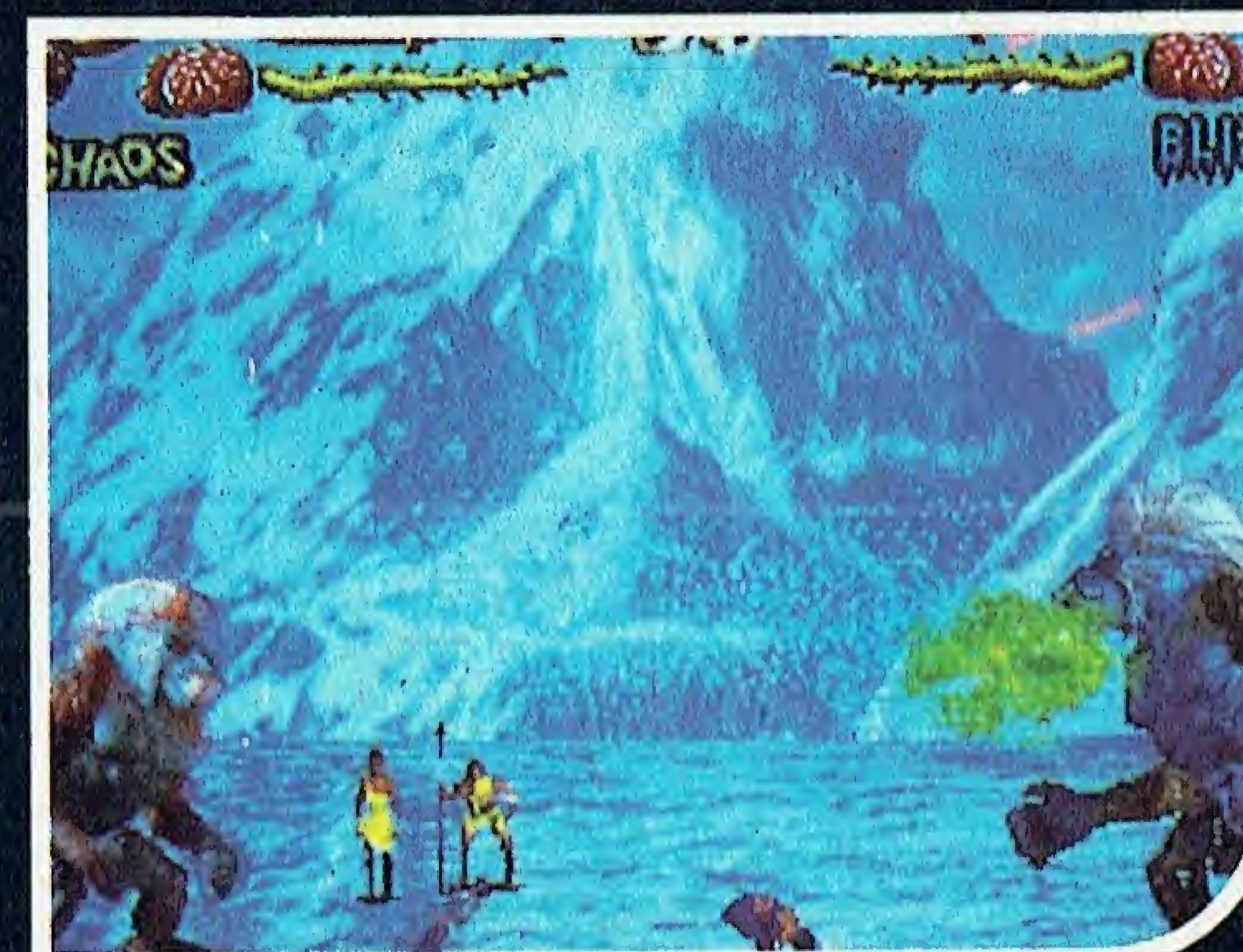
Tired of those dull gamers who just repeat the same pathetic leg-sweep time after time? Continually using the only special move they've bothered to learn *TIME AFTER BLEEDIN' TIME*? *Primal Rage* has a way of dealing with this. A 'No Cheese' sign will flash up at any player's cheesy antics and scupper the effectiveness of their repeated moves. Ha Haa! A major bonus for the arrogant beat-'em-up junkie.

VOLLEYBALL

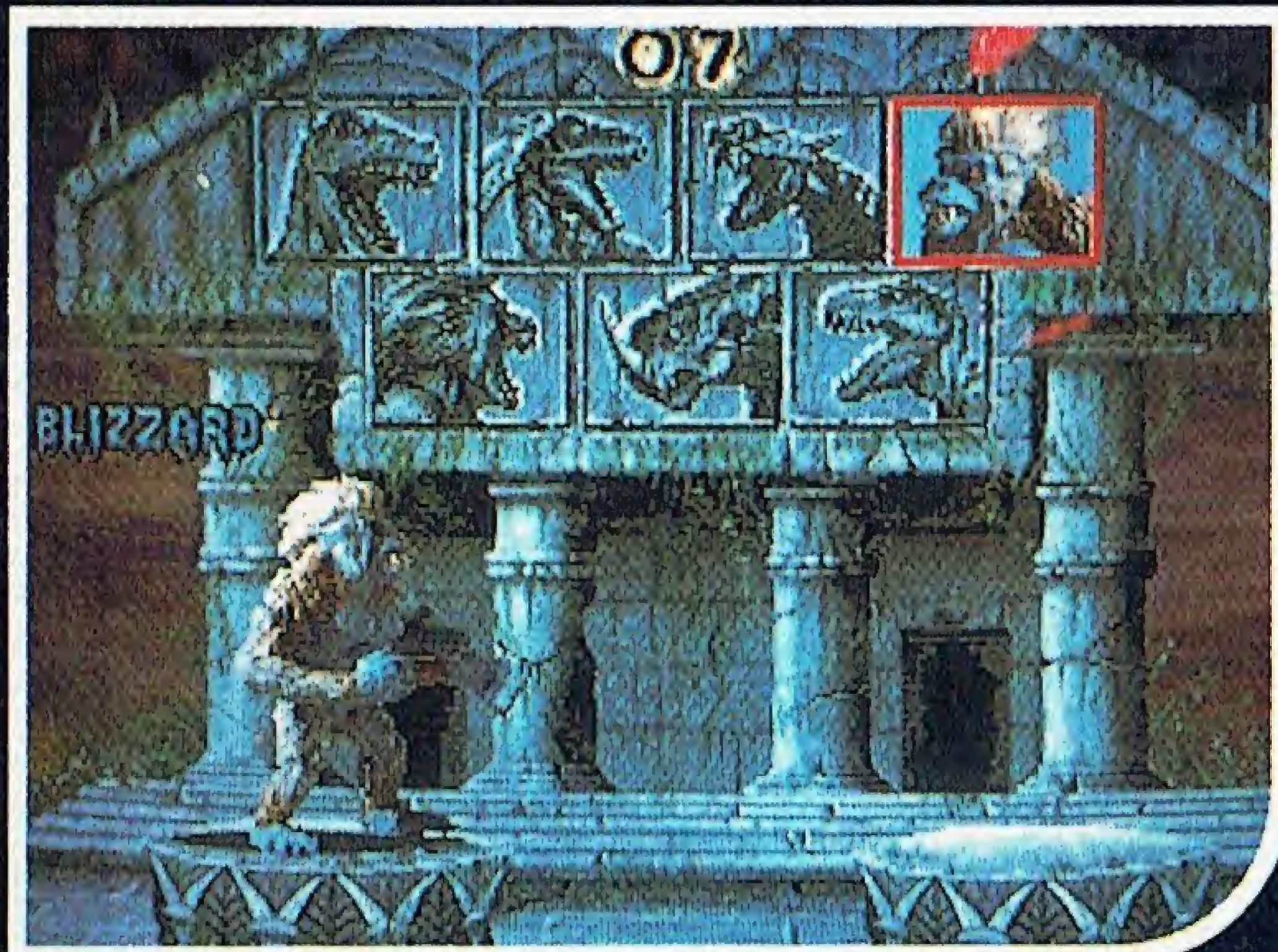
Yes, there is a game of volleyball available in *Primal Rage*... well, sort of. When you're on Sauron's stage, have one player 'do' a combo on the other. After you've done this, a human will run out and start bowling. If the nearest monster hits the human he'll flip over towards the other monster. Make sure to hit him back before he lands and after you've done this ten times a judge on a high chair and a net will pop up and the round clock will stop. Hey, and now you can play volleyball! Once a player reaches a score of three, fighting will resume.

BOWLING

On Armadon's stage (The Hollows), both players have to 'do' the Spinning Death move on each other. After several goes the humans will organise themselves into a bowling pin formation and let you roll over them with the Spinning Death move. All these work on the arcade version, but - fingers crossed - they should also be included on yer forthcoming carts. Roostah!



BLIZZARD



Appearance: Like Chaos, only bigger. Goes to the same hairdresser as Simon Crook (of *Sega Power* fame) and walks like an idiot (like Dean Mortlock of *Sega Power* fame).

Special moves:

ICE GEYSER - Creates a column of ice that flies up from his fists, hence momentarily freezing the opposing rucker.

COLD BREATH - icy ball - like yer Sub Zero from yer *Mortal Kombat 2*, yes?

SAURON



Appearance: Bit plain, really. Very monster-ish, very dinosaur-ish but a bit weak on the individuality front. Nice and colourful, though.

Special moves:

STUN ROAR - Fireball fired from the mouth region.

NECK THROW - Sauron bites his opponent in the neck and tosses him/her/it across the screen. He may look a bit stupid, but he knows how to handle himself. NAILS!

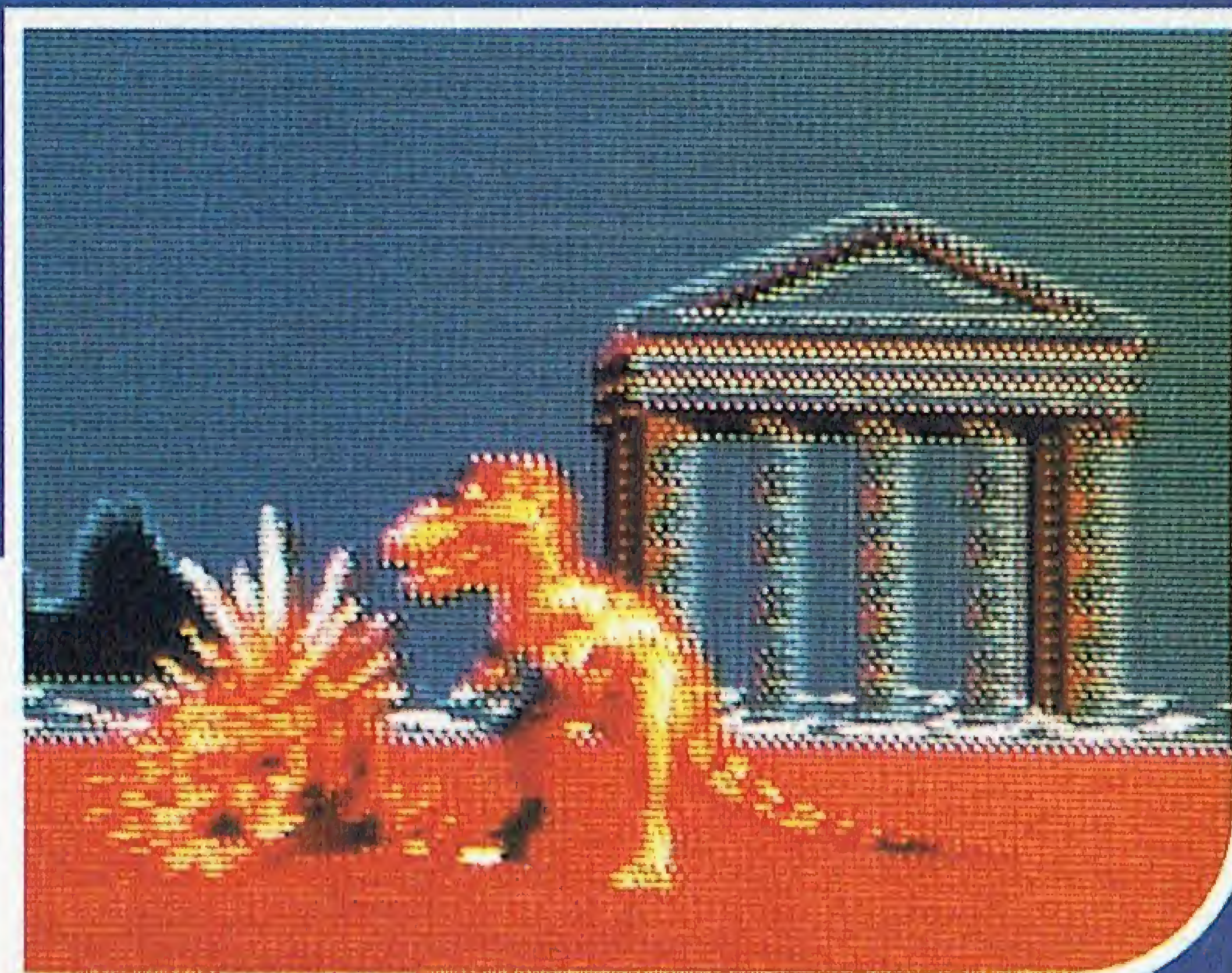
but this time the gameplay has been properly built up from a monster's 'perspective'. So you can forget all about those pinning kicks and dainty blocks. What's needed here is slashing talons and flapping tails. This really is better than kicking in next door's dog.

Anyway, we've exclusively got all the characters, special moves and screenshots you could ever want right here, so settle back and enjoy this massive exclusive five pager on what could be the biggest game of the year... **SEGA POWER**

Plenty of monster malarkey going on here. Good sentence for a caption, that.



The Game Gear version comes in a 4Mbit cart. This is very interesting.



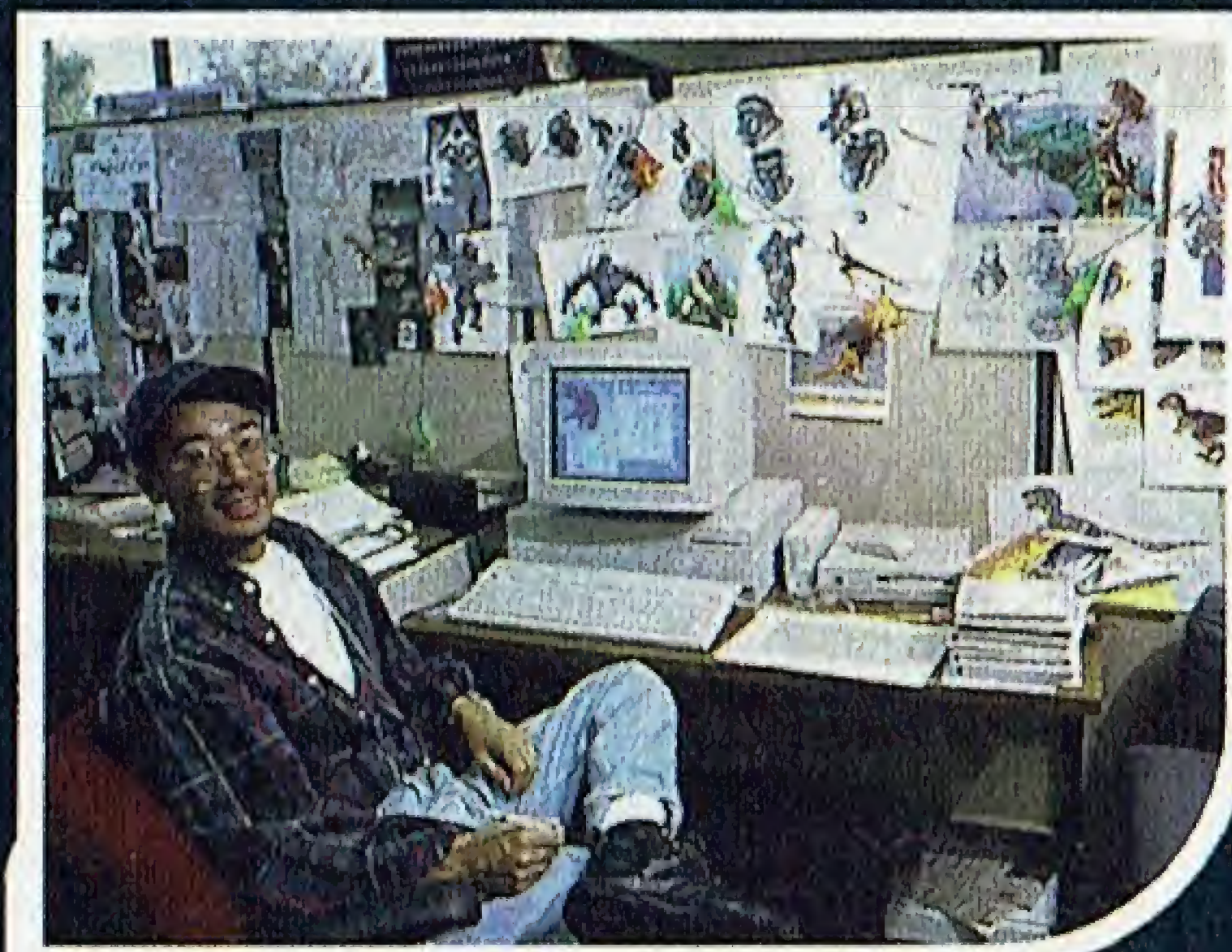
HOW DID THEY DO THAT? AND THAT...

Big, fat, scaley, lobotomised, angry, roaring, boring, boorish superlizards **DO NOT EXIST ANYMORE**, no matter what your prawn-for-pants mates might say. Them dinosaurs died out with Raquel Welch's thigh muscles. - you can trust us with this like you'd trust next door's Instant Bovine Evangelist Brainwash-Be-Gone Headpress. So **WHERE** did they get the monsters from, Harold?

"Interesting you should say that," replies TV's greying sportscaster Des Lynham. "Since dinosaurs no longer roam the earth in all their big boned finery, the programming team behind *Primal Rage* had no choice but to adopt a technique known to most



Blizzard gets a touch-up before going into filming.

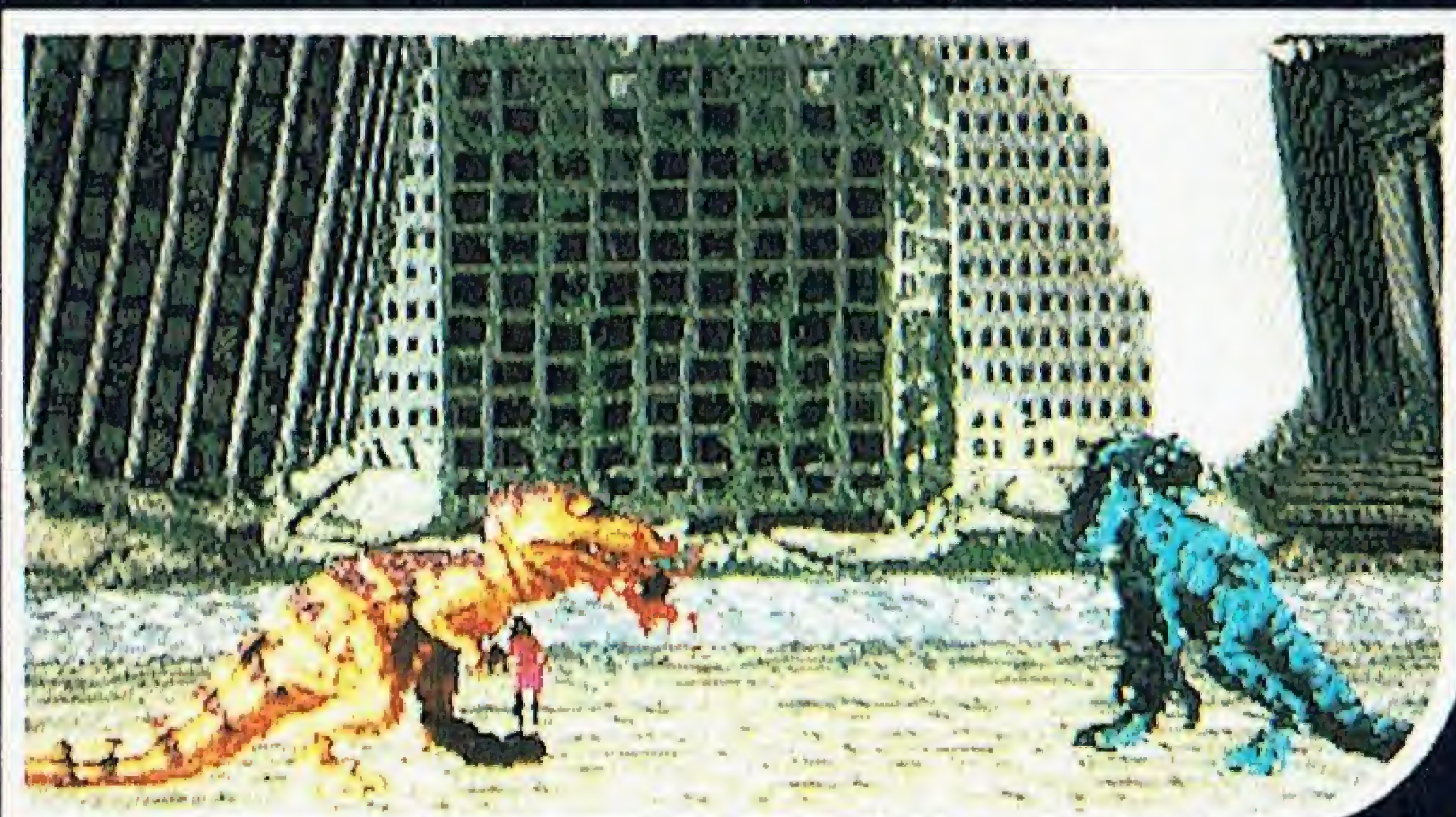


Storyboards + computer + bloke in glasses = top game.

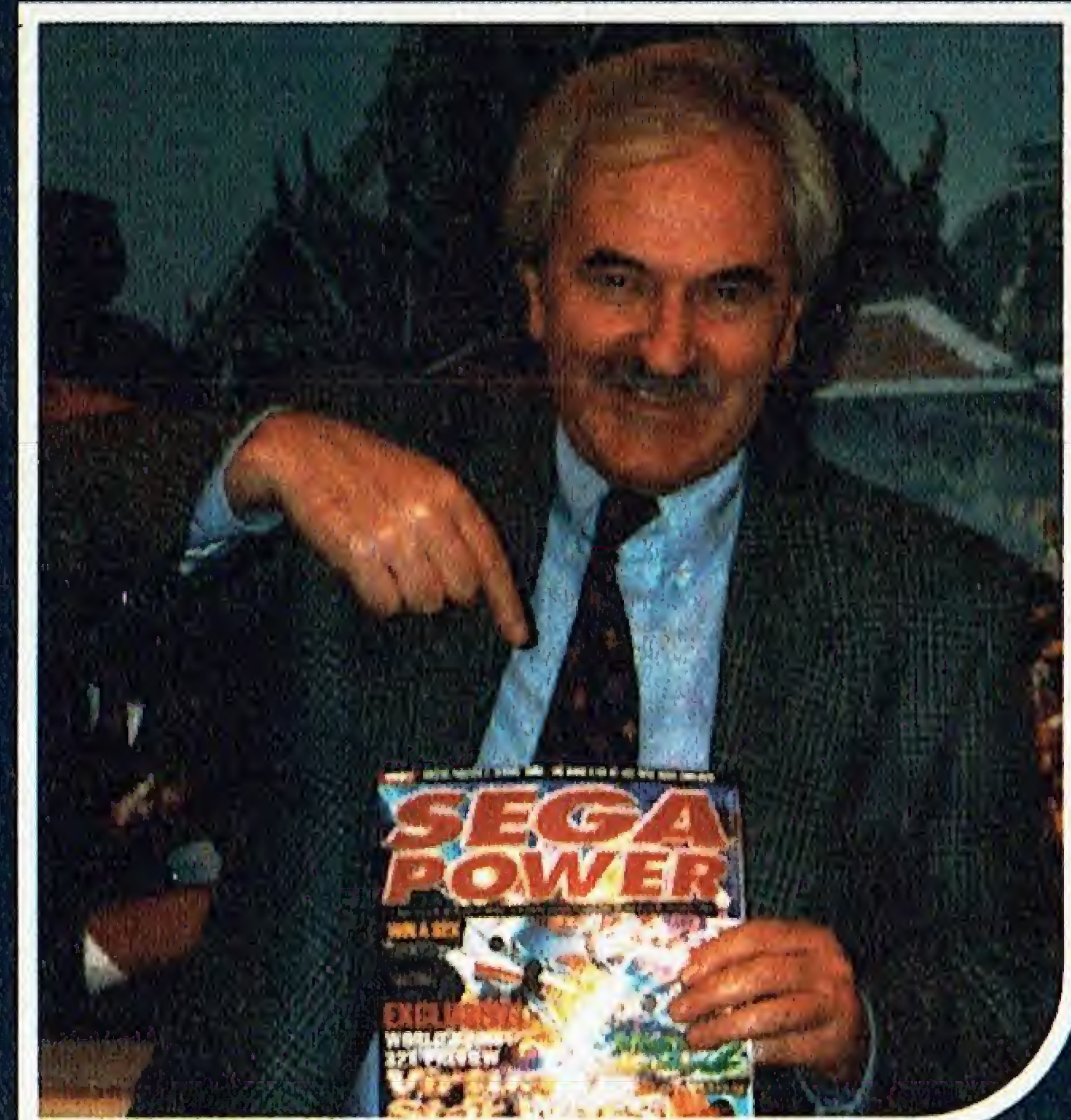
EAT SOME PEOPLE

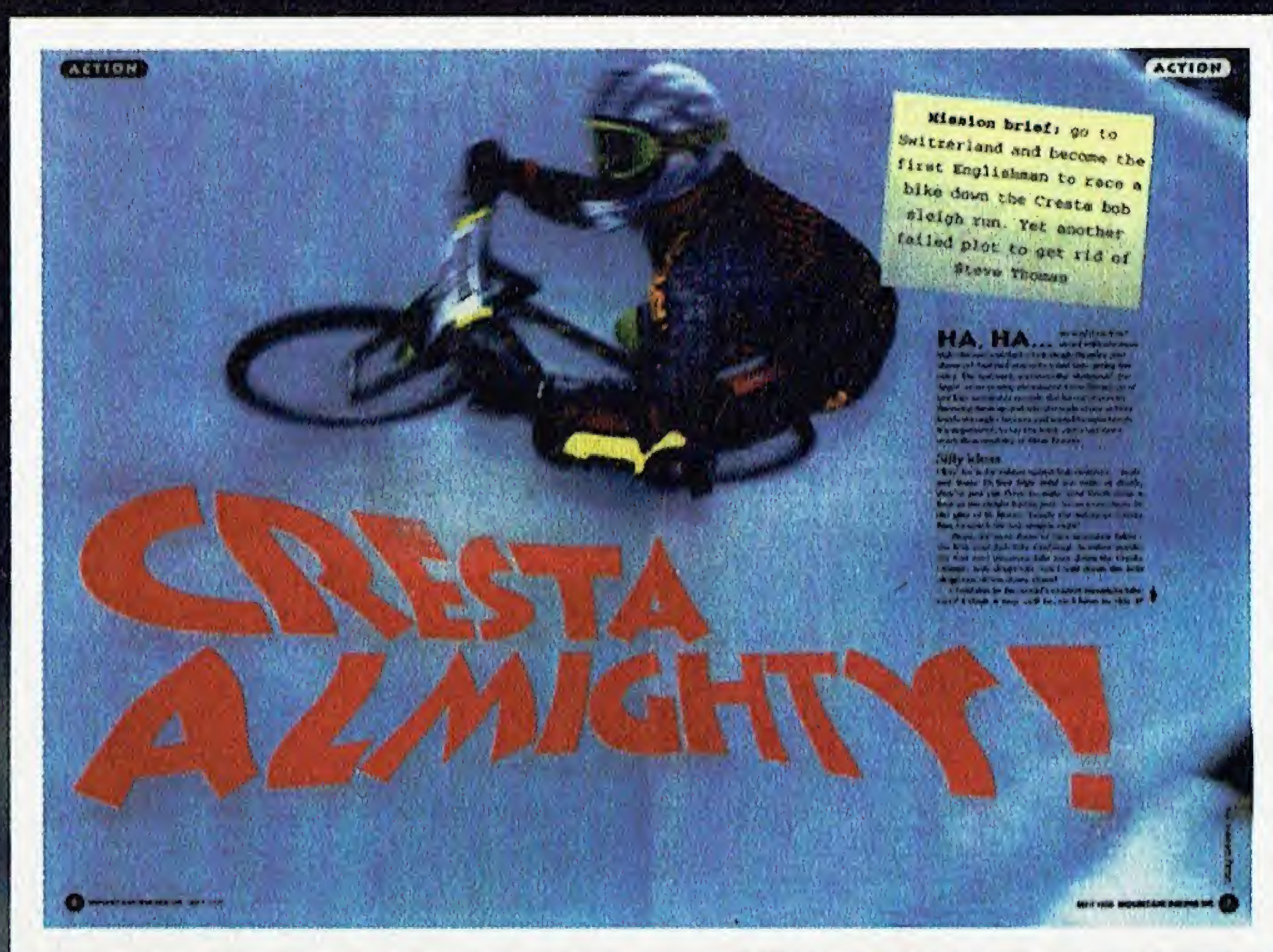
Each monster has the ability to eat any of the humans scampering around. Worshippers they are, and you get some of that extra health from eating any of them. Although you seem to get more health from the men than you do the women, for some strange reason.

A couple of things to remember, though, is that it's easy for you to get attacked while you're munching away on a few stray humans, and some monsters can eat worshippers faster than others. Blizzard, for example, takes his time, while Vertigo swallows 'em whole.

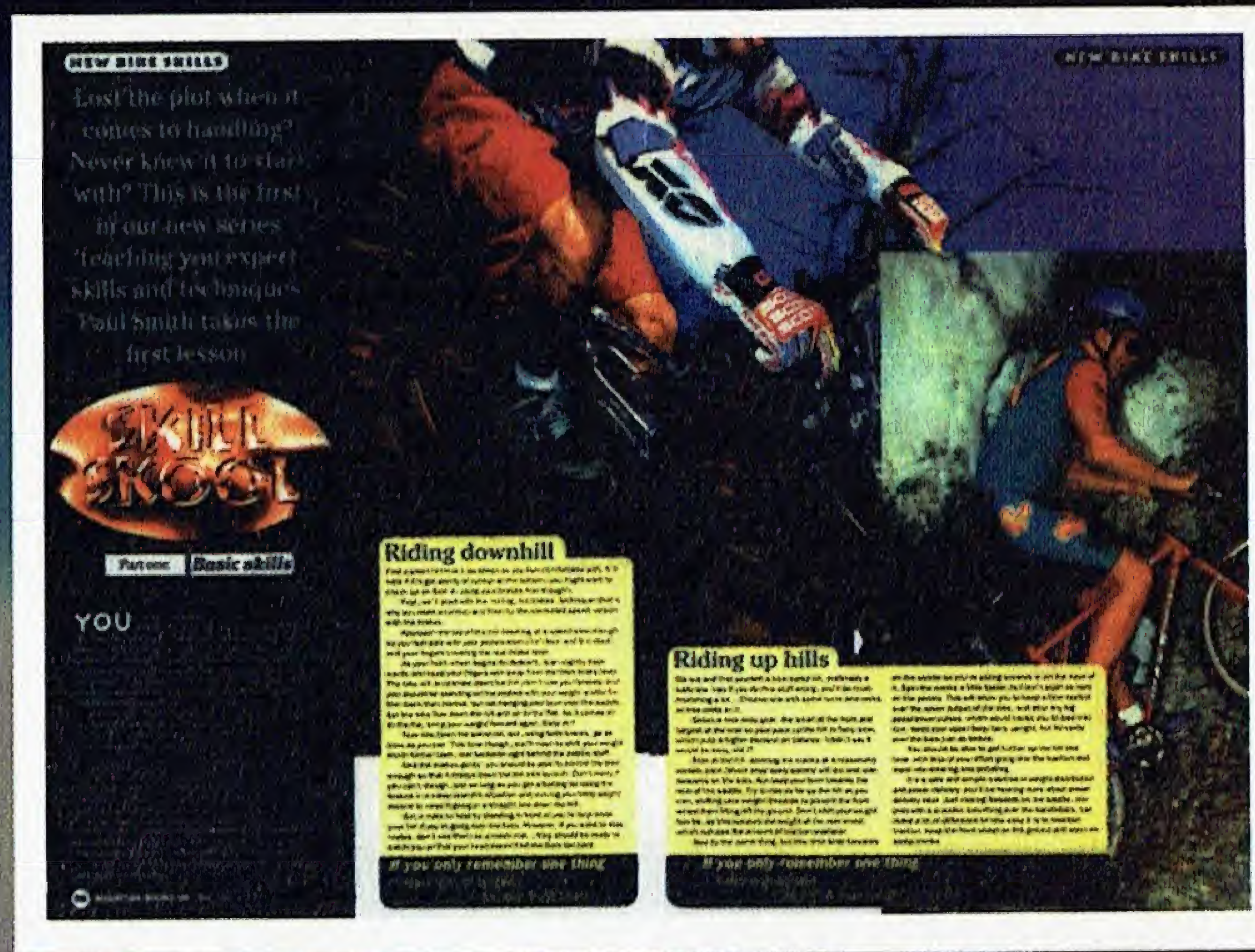


West Midland animators as 'stop-motion'." "And what is stop-motion?" asks Des' lipglossed sidekick. You know, the ice-cream-cone-haired barking moose that probably does *The Local News* somewhere 'from the centre of Swindon'. "Golly. I tell you. Two years in the fiddling of. Me say that a team of thirty animators, headed by veteran monster maker Pete Kleinow, designed mini-latex dinosaurs with movey joints. Then me say that each monster is filmed and jiggled in minute detail until over one hundred moves are **CAUGHT ON CAMERA**. Put film together, then, like, **ANIMATE FLUIDLY**. Me say like real. proper monsters now. Just like King Kong. And my pal Bill Beaumont." "HAHAHAHAHAHA! Yes Des. *Primal Rage* is not really graphics, but rather models. Like it! And now we ask: **WHERE DO ALL THE FARTS GO?...**" (Erm - Ed)





Steve 'bob-a-job' Thomas goes kamikaze style in a bike race down the Cresta run



Part 1 of our new Skill Skool series. Learn pro bike handling techniques from the best MTB racers in the world



MAY ISSUE
ON SALE

NOW

Streetfighter

THE MOVIE GAME

- Coin-op/Saturn •
- Release: October • Capcom •



Jean Claude Van Damme. Need I say any more?

A *Streetfighter* tea-cloth will be given away with every issue... Believe?



Seen some other tatty shots in another mag? Laughed at their inferior abilities? Well you should, for we're much better than that. Anyway, enough rubbish stabby things - by the amazing powers at our disposal, we've managed to 'acquire' some MUCH better ones.

YES, the game's coming out on the Saturn, and YES, it does actually seem like quite a good idea. All that digitised stuff from the film and niceness. And the chance to control Kylie - all dressed up in a camouflage leotard.

Sad? Me? Only on the weekends... and bank holidays.

Right, so it's a fair point that *Streetfighter 2* is an amazing game that's lasted the TEST of TIME thanks to (mmm) more sort-of-sequels than the FABULOUSLY FUNNY Police Academy

series. Er? Lovely in the way that makes you happy to be involved in this bizarre industry. *Mortal Kombat 2* is BETTER. (Oh dear - WHAT'S BLEEDIN' BEST AGAIN? - Simon.) Easy solution. Take the best bits from one and delicately shove them in the other. Problem over.

Imagine it, can you? Basically the game will be exactly the same as *Streetfighter*, but with them there



Even Chun-li's funny multi-leg thingy's included. Nice.



Kylie must be very strong to be able to do this. Of course, she used to be a car mechanic in Neighbours, so she's used to lugging stuff about.



Tee-hee. Right. The bloke on the left is hiding something from the bloke on the right. And he's not happy, 'cos he's jumping up and down. See? RUBBISH!!!

digitised character bits. All the moves (normal and special) have been included - with the aid of fancy computer stuff.

Should be interesting. Could even be great. The film's released in the May, so the coin-op should be out around the same time. The Saturn version, however, should be out at the end of the year...

SEGA POWER



"I'm reet 'ard, me. Honest. Look, I can kick THIS high."



Nice picture of Kylie, there. Dressed as Cammie. Aaah...

NEW STUFF

In an attempt to make the game more of a viable proposition, Capcom have added a couple of extra bits to the gameplay.

Now you can play in a 'tag' match. At the start of the game each player chooses two characters from the extensive list available and then when one, as they say, 'kicks the bucket', the other will take over. NEAT, HUH?

An extra health bar's been added below the usual health one. This may look confusing, and, in a way, it is. But it will record every direct blow you make, and when it's full you can 'do' a special attack. Whether this is a new special move or just a standard attack move's uncertain, but it's... bound... to... be... good.

Here's Fishman and Woman with tail. Having a scrap... Monster style. Like.



Surely not Jason Donovan... star of Neighbours, Jason & his coat thing and er, um, oh that Australian fighting army thing. That was rubbish. It's probably not him anyway.



- Arcade • Capcom •
- Release: May •

Night Warriors

Darkstalkers' Revenge

When *Darkstalkers* 'arrived' last year, *Sega Power* liked it. Yes, liked it we did. Full of monsters, including Dracula monster, Werewolf

monster and Mummy monster. THIS IS A GOOD THING.

We LIKED the fact that it played like *Streetfighter 2*. We LIKED all the monstery stuff. And we were 'chuffed' to say the least that it was going to make an appearance on the Saturn.

This could all change, though, with the arcade launch of the sequel, *Night Warriors*. WE'VE got the best pictures, WE'VE got all the biggest and

best WORDS... 'cos WE'VE got BIG friends.

Using the *Streetfighter* engine, Capcom have put together one of the best fighting sequels since *SF2*. *Night Warriors: Darkstalkers' Revenge* uses the familiar fireball, dragon-punch moves to unleash some of the wildest special moves to date. We LIKE this as well.

The original ten characters are back with some new moves, the two boss characters - Huitzil and Pyron - can now be chosen, and two new characters - Hsien-Ko and Donovan Baine, have been added to the roster.

You do have the ability to change into a whale. But only if you can eat yourself afterwards.

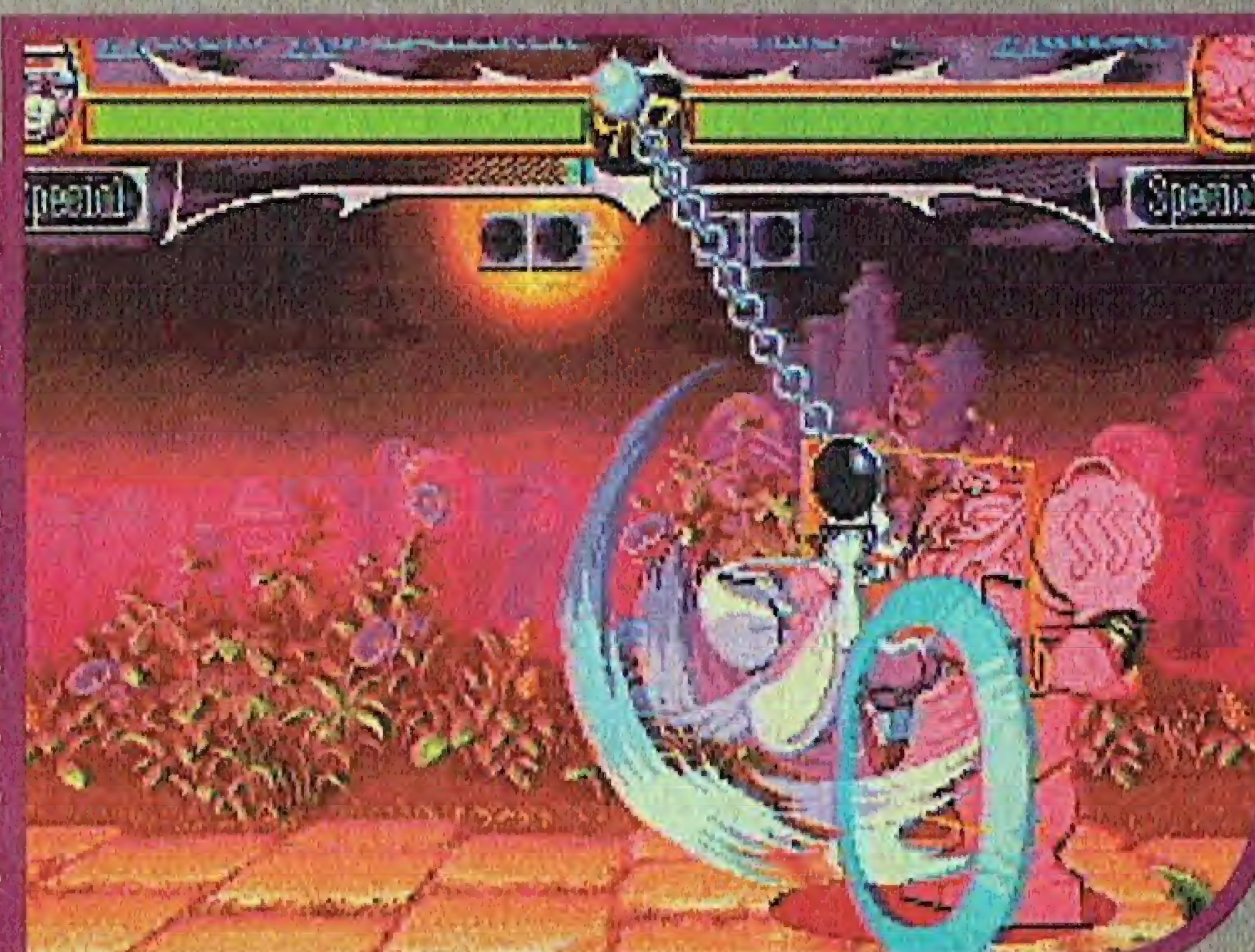


That totals a very round and large choice of *fourteen* unique and well-balanced nocturnal warriors.

The characters are larger, have six different outfits and have even more special moves than the original. *Night Warriors* isn't just another animated fighting game - this really could give them *Kombats*, *Instincts* and *Virtuas* a good slapping about for their money. HYPE!

SEGA POWER

Tee Hee. Look everybody. Look... he's fighting a giant blue Ringo.



I think this is what you call a special move... in the very real sense of the word. The word being 'special', that is.



Waaahhhhaaay!! MONSTERS MONSTERS MONSTERS MONSTERS MONSTERS. And that.

Pete Sampras

• Mega Drive • June •
• Codemasters •

'96

CHALLENGE MATCH GRASS COURT



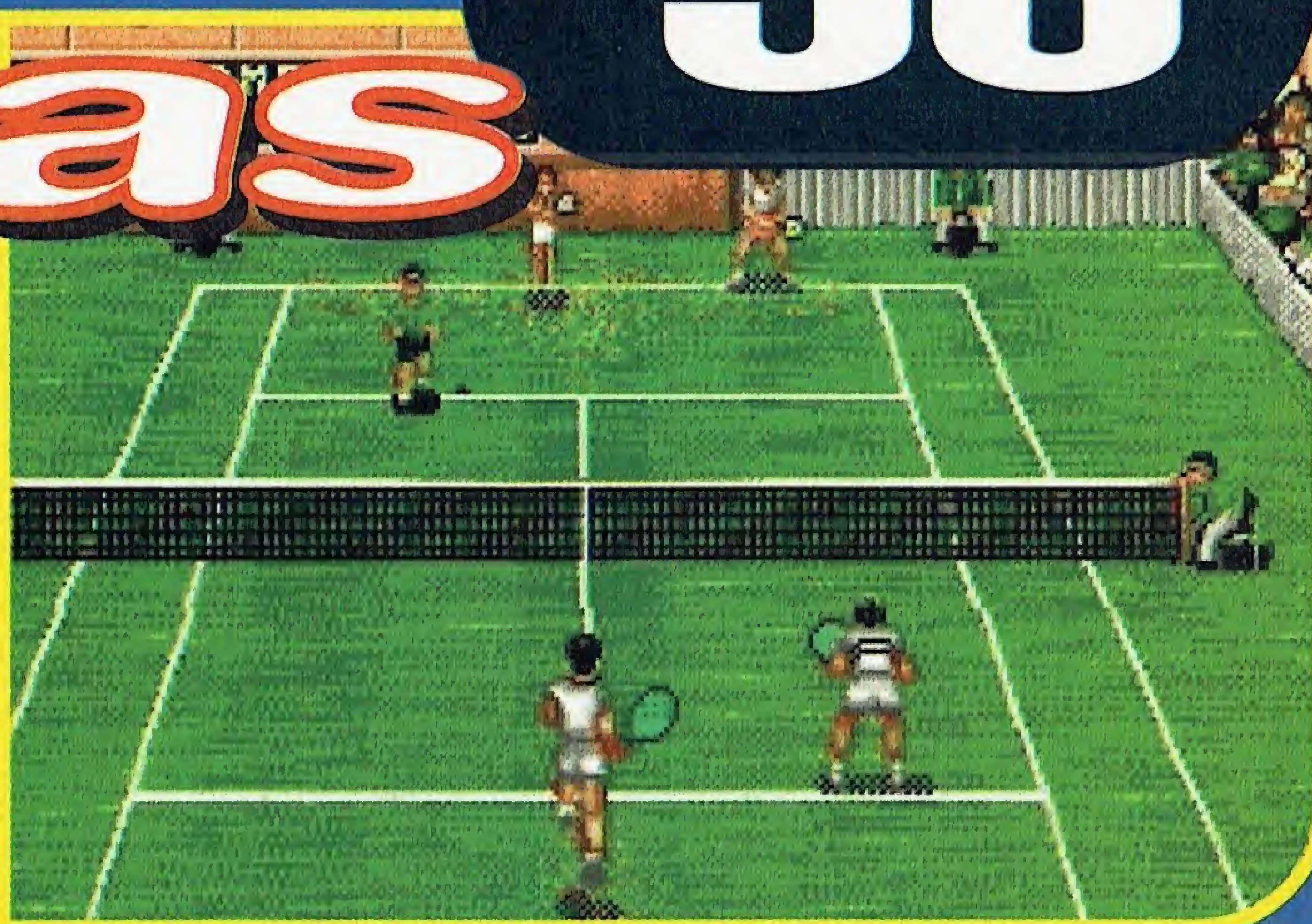
The players, from left to right: Pete Sampras, the new-look Mister T, Madonna before she subscribed to moosedom, and Maria Scampi Packet.

Pete Sampras eh? What a card. A perfect role-model for chunky food-munching unhealthy blobs with no social skills and expanding waistlines. Yes kids, you too can earn MILLIONS of POUNDS, shed that unhealthy flab, make friends and

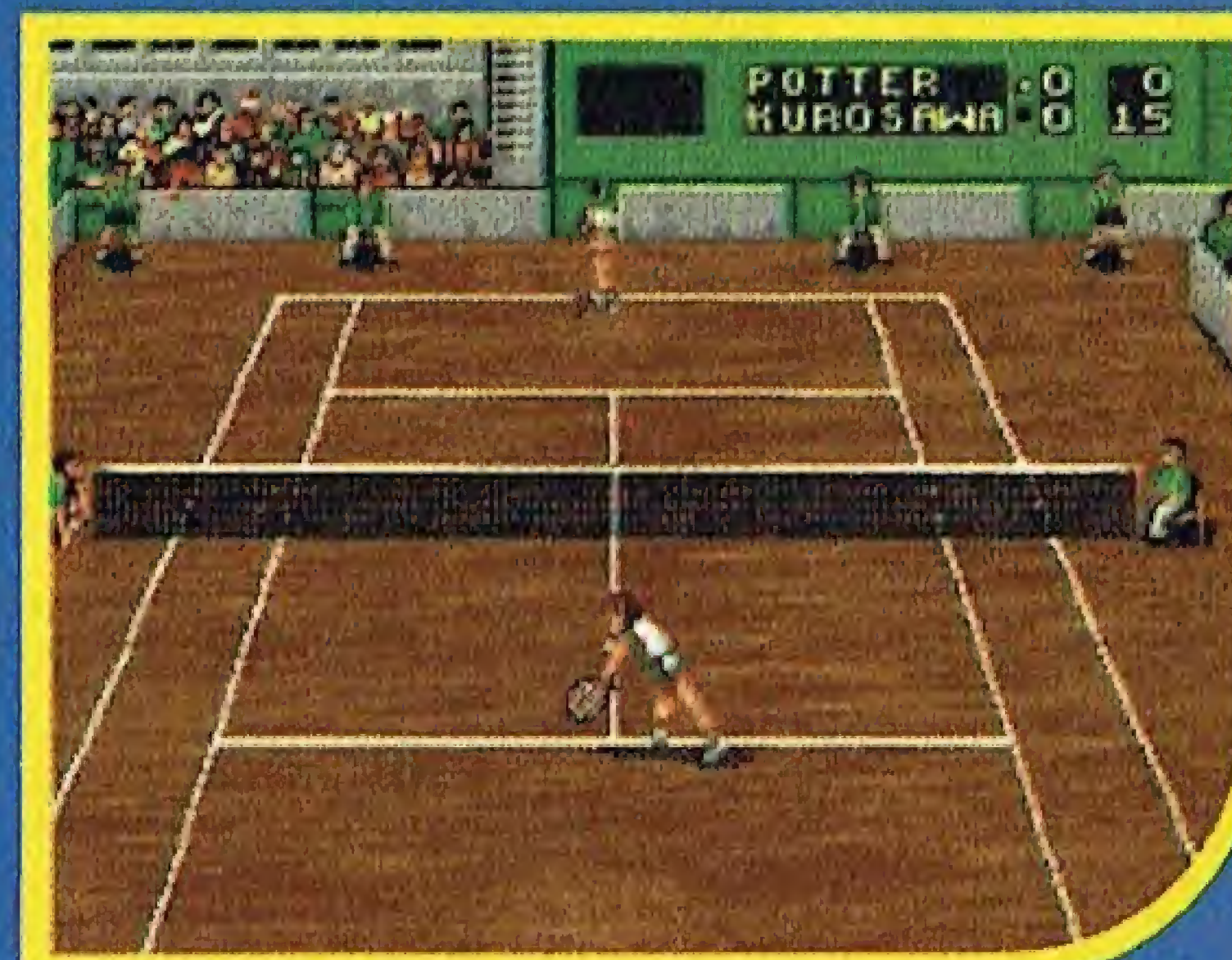
impress pretty young things by TAKING UP TENNIS. All this and not a delicious scum drink in sight.

Believe it or not, our 'Pete' - as he likes to be called - earned over \$3,500,000 this year so far, lost only 11 matches out of 85 and won more cups

One of the game's new features is the mad ball boy. This isn't funny, so I may as well comment on the player's arses.



Concrete courts. I mean, WHAT IS THE BLOODY POINT?



Here clay, here. Brown stuff makes the ball bounce faster.

than I did at last year's All-Frome Vegetable Fanciers meeting. And you should see my tomatoes... unbelievable specimens, they are.

All this and one of the best-selling games of last year. What a man. And yes girls... he's single! Probably.

I hate him. Why can't we have any decent tennis

players? Why should it be so bleedin' hard, when they're crawling out of every orifice? France, America, China, Australia... even Sweden. WHY NOT ENGLAND? Wimbledon. Lovely. All strawberries, cream, over-priced tickets and la-de-da, BUT WHERE ARE THE BRITS? EH??? Waffle over.

Anyway. All the new stuff in that box-out...

SEGA POWER

Each serve is accompanied by one of those speed recording things. As you can see, this player is currently '83 mph'. This is, of course, fascinating.

NEW BALLS PLEASE

Indoor court: New that.

Hidden players: Like that *NBA Jam* thing. No news as yet. More will follow in a future issue.

New shots: Jump shots, top spin, hard smash, super serve and hidden power shots - plus all the old favourites - and things like throwing down your racket and arguing with the umpire. Ace!

Coaching system: After a game, you can now go to coaching mode. This will advise you of them 'better shots' you *could* have played.

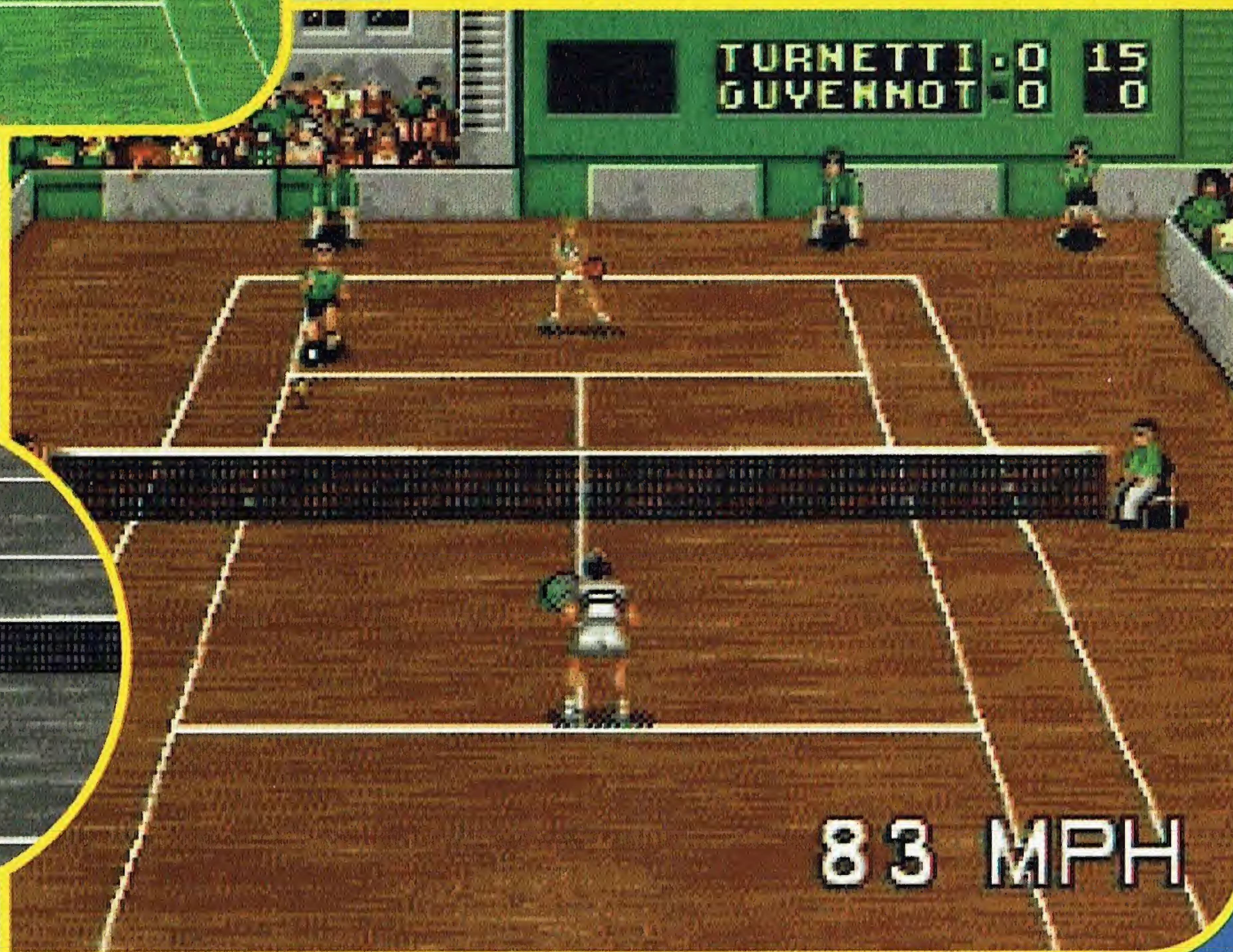
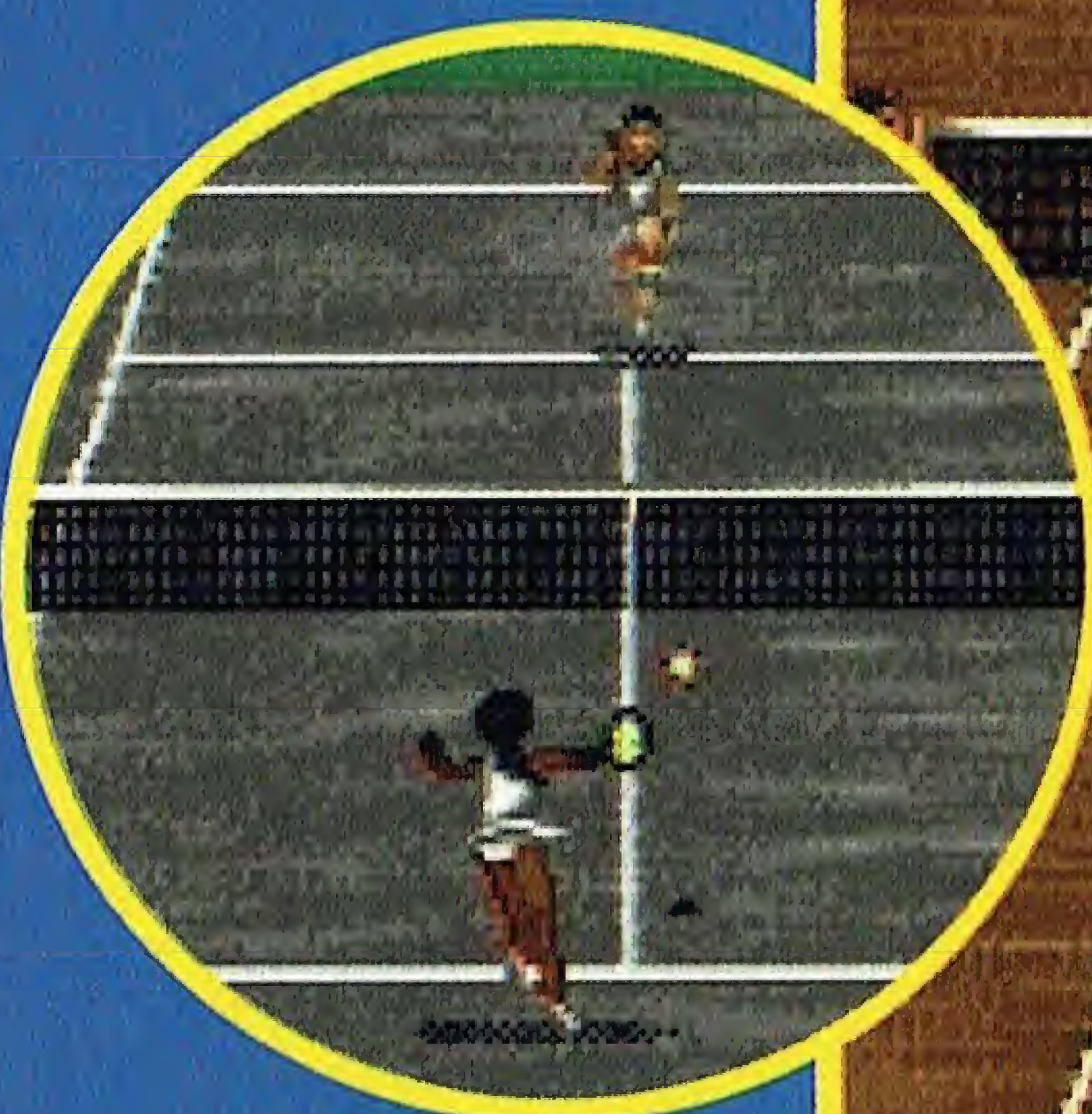
5,000 frames of animation: Lots... and lots. AND LOTS.

Court parallax scrolling: Like *Davis Cup*, it is.

Variety of camera angles: Reverse angle - so you don't have to always play from the back with tiny characters. One-player games only. OF COURSE.



The indoor court, not shown above, has a blue floor. Don't ask, and you won't get slapped... IT'S THE LAW!



Do you support Manchester United? Write in and tell us about it, as our bins need emptying soon.



"Hey stupid! Looks like you've dropped your contact lens!!" Sega Pro gave us that last caption. ISN'T THAT NICE.

Predictably enough, a commentator occasionally pops up on the screen to say things like "Great Save," "Lovely goal," and "My brother has failed to convert me to Scientology."



Manchester United

Championship Soccer

• Mega Drive • June • Ocean •

Well boil my pants in a vat of John Noakes' afterthoughts, it's a football game. We here at *Sega Power* have a bit of a reputation for being - I don't know - hot-headed? Maybe with the merest hint of sarcasm? Trust us, it's not because we don't like

computer games, it's not that we're old and cynical... it's just because we see EVERY game that comes out.

Now while this may make you weep in envy when we're playing things like *Daytona* (which is

shite - Simon) and *Doom* and that, remember: WE STILL HAVE TO WADE THROUGH ALL THE TAT...

Manchester United Championship Soccer has the viewpoint of FIFA, the graphics and gameplay of *Sensible Soccer* and the vacuous mind of Ryan 'Disturbing Eyes' Giggs. Ryan mate, the kids HATE YOU. We think...

What would YOU expect in a football simulation? Teams, balls, grass, 11 players-a-side,

different weather conditions, varied shots, alterable tactics, drugs (oopsy), bribes (ah, silly now), hot-tempered French spazzes (stop it!), crowd violence (STOP IT I TELLS YA!).

Yes, footy chumps. Some of these things (and more) will be available in Manchester United thingy. All available from a football-shaped shop near you soon. Just tell them Ryan sent you, okay?

SEGA POWER

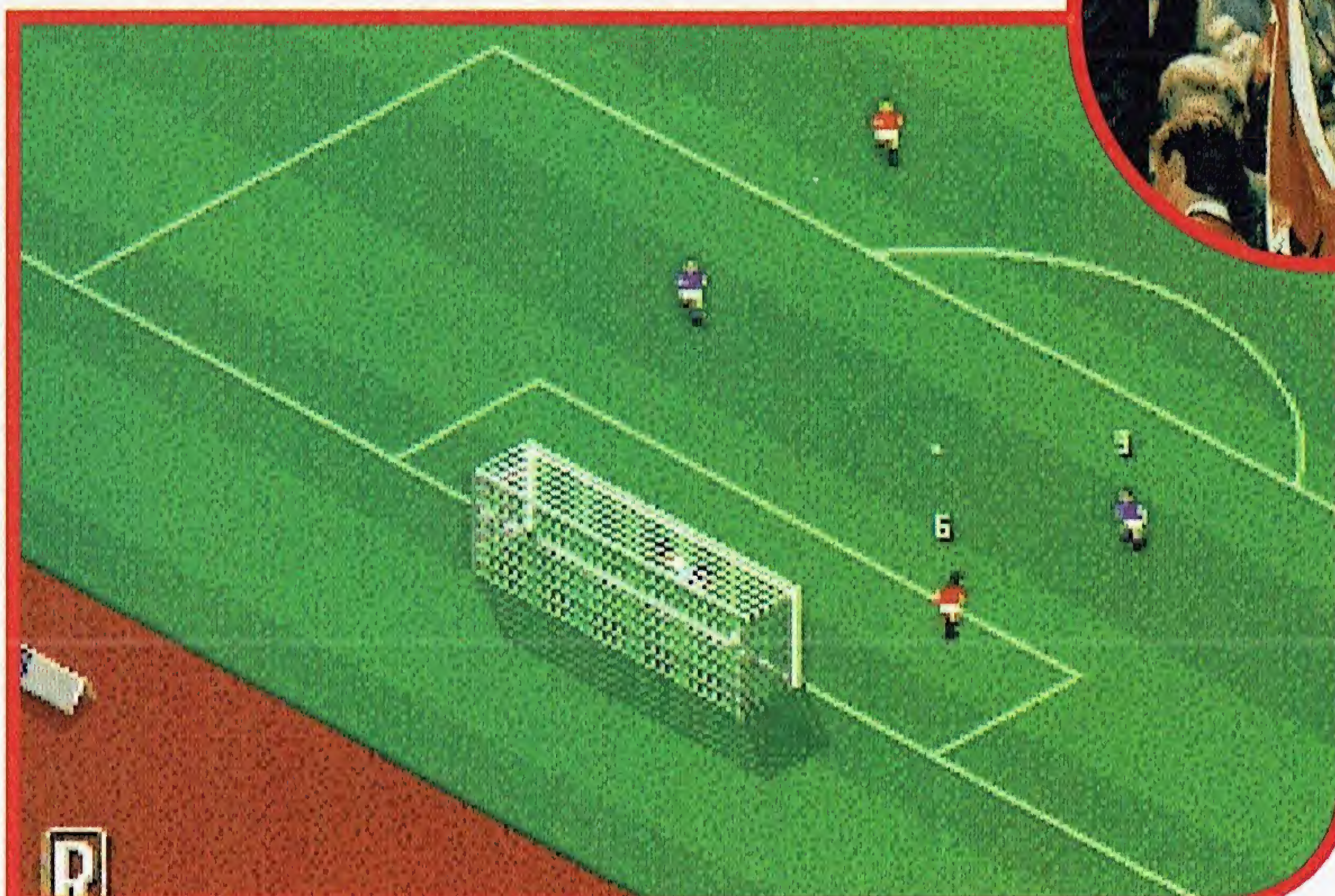
MANCHESTER UNITED - THE FACTS

1 Once there was a plane crash that wiped out most of the team. Not at all funny that, but strangely interesting... in the same way we watch films like *Alive*. Not saying the Man Utd players ate each other of course, we're British for God's sake.

2 They wear outfits (called 'strips') of red and their emblem is a red Devil. Also, Ryan Giggs seems to have the burning stare of Satan himself. I'll leave you to draw your own conclusions.

3 They 'play' football at a place called Old Trafford - which is in Manchester. Hence them being called MANCHESTER United.

4 United is almost an anagram of UNTIDY.



"Lick your lips, for these graphics are stunning!" Another *Sega Pro* one that. Put it on their cover. It was exclusive. We wonder why...



Here's Sean Connery (of James Bond fame) doing his best 'Hello, Sir!'



We like maps sooo bloody much that we've put them all over our walls.

- Mega Drive ● US Gold ●
- Release: July ●



Indiana



A caption mentioning the amusing National Lottery hand could be quite funny. Yes, I think I'll do that.

This is an action shot. Interesting grabbing = interesting pictures.



Is Harrison Ford the next Marilyn Monroe? We think so... I mean, look at that profile. LOOK AT IT.



This is what happens when you can't control your gas fire. We can, but it was a close thing. Nice Blue Tac, though.



This picture perfectly illustrates my moving exploits. Moving large wooden boxes, roaring fires, rolling balls of fire and er, rats. Loads of them. Not really. It's a nice flat, you see?





"DR. JONES,
WE HAVE INTERCEPTED A SECRET
COMMUNIQUE FROM CAIRO TO BERLIN."

What a surprise. Oooh, a secret communique from Cairo. La de da.



This is a dull picture. DULL.



Indiana Jones

Greatest Adventures

Indiana Jones is a compilation of all three films. Packaged nicely into one 16-Mbit cartridge and... and... it's a platform game. WHAT A SURPRISE.

Sorry, started off on the wrong foot, but in a way, I was just trying to state

the obvious. Looking at the shots here, what else are you going to think apart from, "Ah, it's a platform game based on a film," but it all seems very nice in a nice, very okay, sweet kind of way. You've got everything you'd expect from an

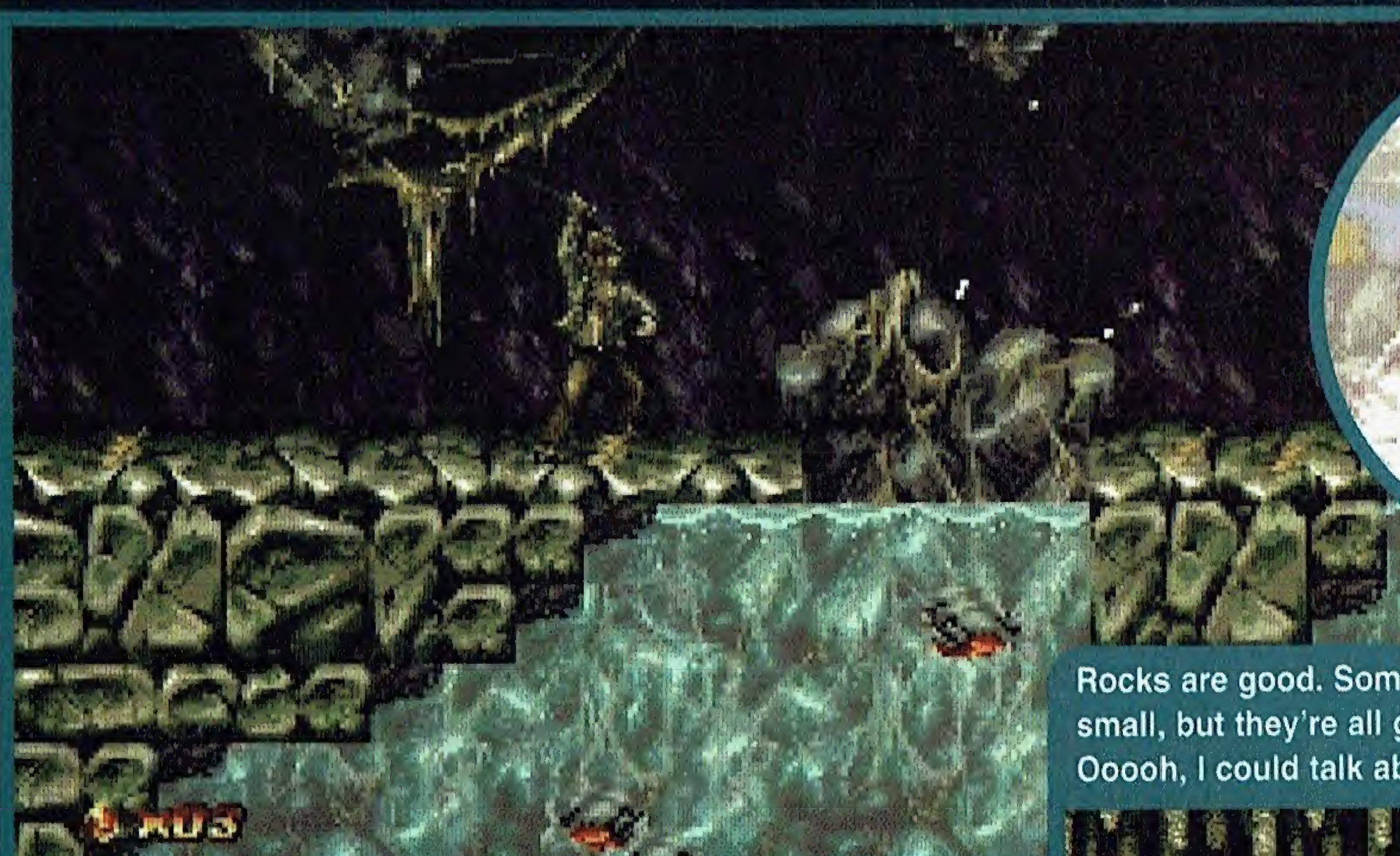
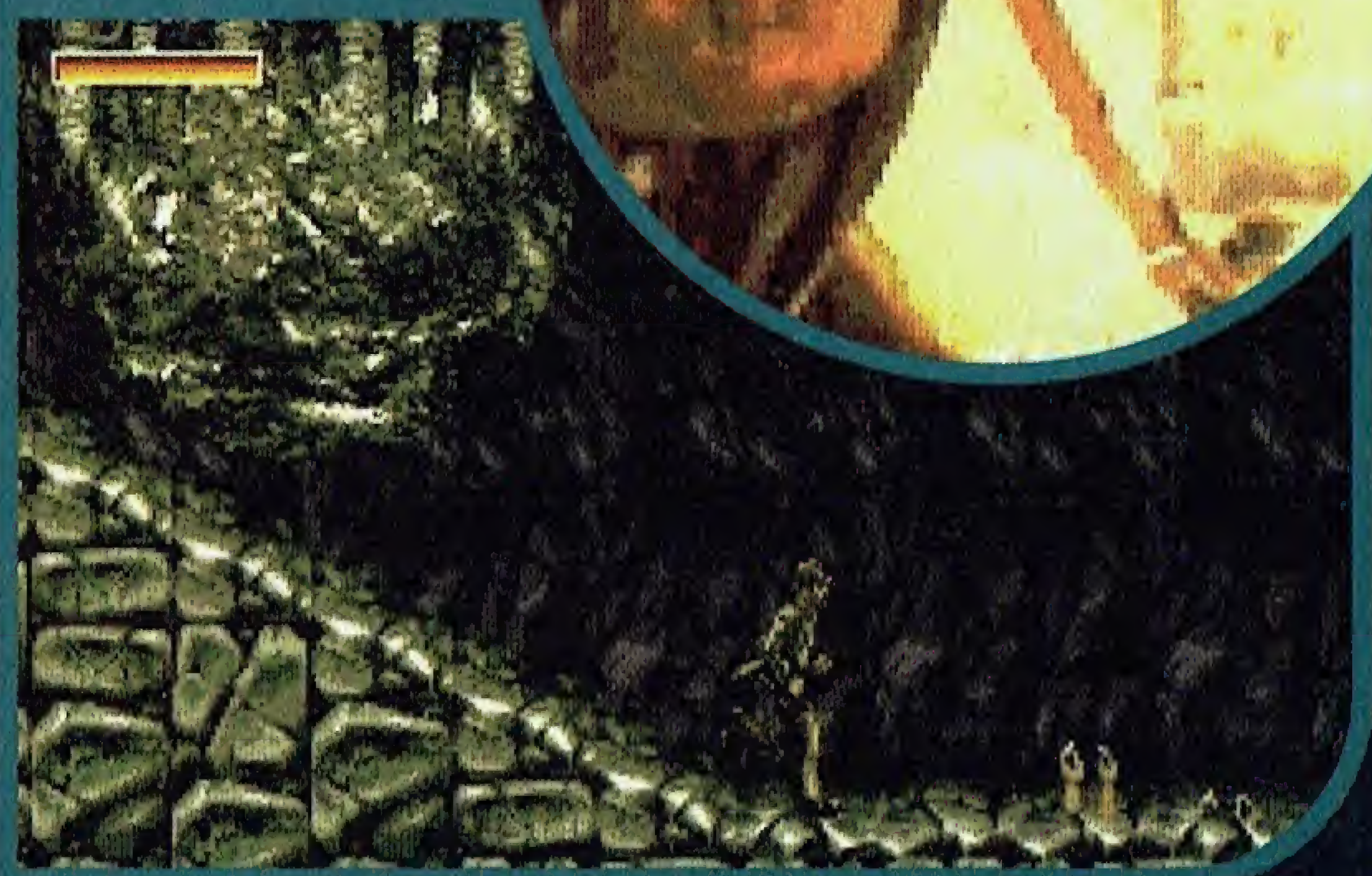
Indiana Jones game: dirty old hats, huge boulders, guns, girls, whips, Nazis Harrison Ford, Sean Connery, Rowan Atkinson, old relics, Sean Connery...

It's Thursday, see? Off for a few days Easter vacayshon. Like. Happy, I be. Whittering, I am. Anyway, to conclude,

Indy, after all my gentle ribbing about them films, does look rather good - and certainly a darn sight better than most of those games featured in our rather wonderful feature that starts on page 24. Right, Harrison Ford... Nah. Can't afford it...

SEGA POWER

Indiana Jones versus a large lump of stone. Who would win? I know, DON'T YOU?

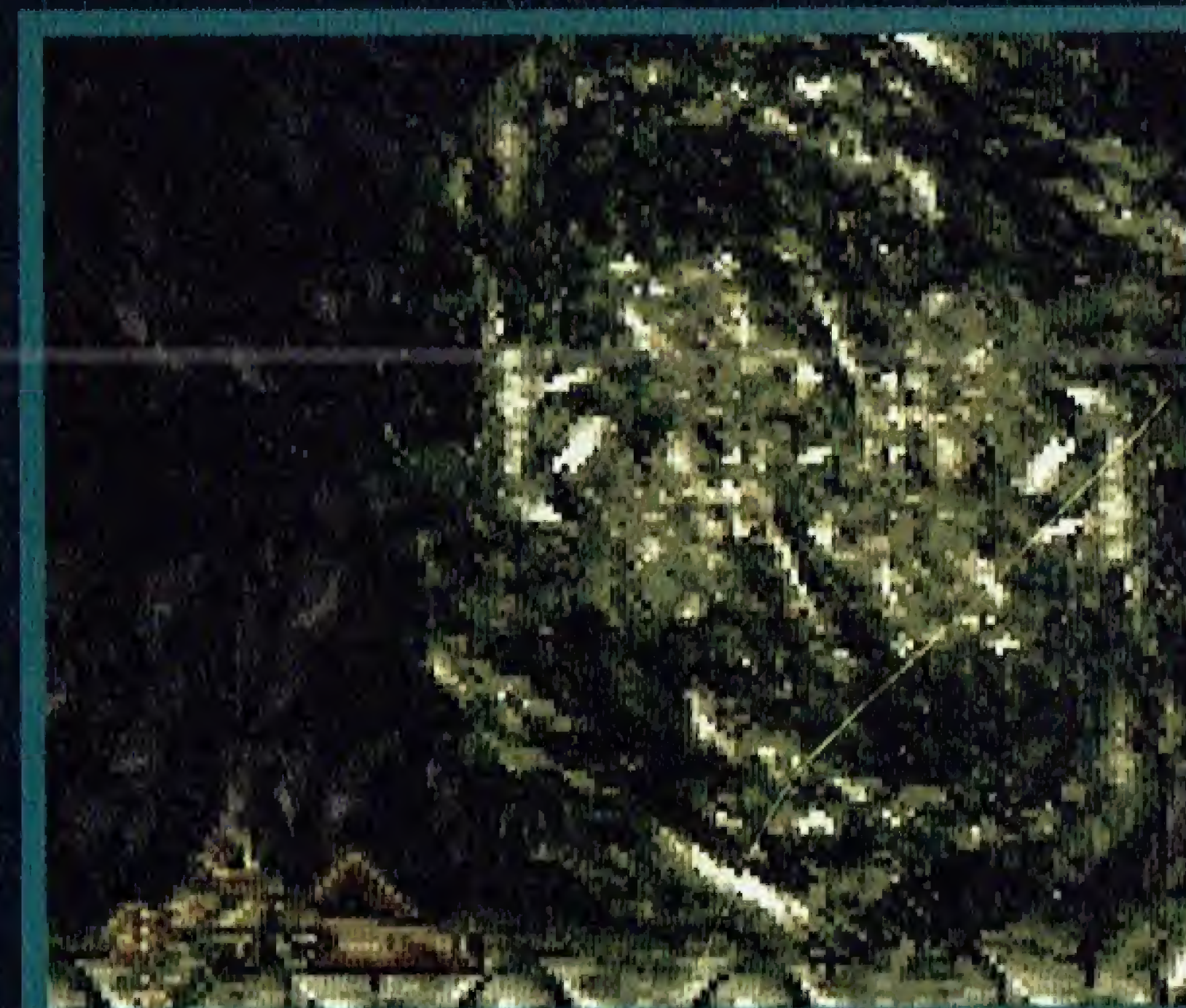


Ah, this reminds me of the bit in that Indy film when he whips that bloke and escapes from the Nazis. Errr.



Rocks are good. Some are big and some are small, but they're all good. Oh, I love 'em. Ooooh, I could talk about rocks all day.

Indiana stands for a few, brief seconds and ponders on the tragic life he leads. BAAH!



...Aaand here's another rock. Um, I'm not sure that I like rocks that much, but some art person does. Each to their own.

WIN A SEGA SATURN!



In case you hadn't noticed, there's a lovely pack of Clorets sugar-free Mini-Mints attached to our glorious front cover this month. And THIS IS NO ACCIDENT!

A huge lorryload turned up in the Sega Power offices last month bearing boxes of these fine green mints, and after sampling one or two of them (crates, that is), we thought "Ere, our readers might like to try some of these" (because that's the way we talk around here). And because they contain Actizol, they'll give you long lasting mouth freshness. Dead handy for chillin' out after a night out with your mates. Of course, you could always chill just as easily with Clorets mints and chewing gum instead if that's more your kind of thing.

Just to 'sweeten' the whole thing (*You're fired* – Ed.), the geezers at Clorets are giving away LOADS of Sega stuff as well. Just enter the following blindingly easy compo and you could win a spanking Sega Saturn

plus a Mega Drive game for three of your mates. Two runners-up get a Mega Drive game for themselves and three of their mates. Now, you can't very well say fairer than that, eh?



What do I have to do?

Read the following four statements about Clorets Mini-Mints and rank them in what you think is their order of importance (1st is best and so on). Then do the following tie-breaker and the goods could be yours...

- (1) Sugar free**
- (2) All round mouth freshness**
- (3) Long lasting taste**
- (4) Coolmungus in a mintastic kind of way**

Tie-breaker:

"Clorets Mini-Mints are cool because..." (no more than 15 words)
The best answers will be judged by a panel.

Now just bung your answers on a postcard and send them to
Saturn/Clorets Compo, Sega Power, Future Publishing, 30 Monmouth St, Bath, Avon BA1 2BW. All entries to reach us by 28th June please. Remember to include your name, address and telephone number.

Rules:

1. Competition is open to all residents of the UK and Republic of Ireland other than employees and their families of Warner Lambert, their agent or anyone connected with this competition.
2. One entry per person. Signature of parent/guardian must be provided with entries from those under 16 years old.
3. The first prize winner will receive one Sega Saturn console and three designated friends will receive one Sega Mega Drive game each. Two runners-up will receive one Sega Mega Drive game each and three of their designated friends will receive one Sega Mega Drive game each.
4. Prizes will be awarded in order of merit to those entrants who, in the judges' opinion, rank the five descriptions of Clorets Mini-Mints correctly and provide the most apt and original tie-break. In the event of there being no exact match in the ranking order, prizes will be awarded to the closest match.
5. The winning entries and the names and counties of the prize winners will be made available after 26/7/95 to anyone applying to the competition address and enclosing an SAE.
7. No cash alternative.
8. All entries must be received by 28/6/95.
9. Proof of postage will not be accepted as proof of delivery.
10. The competition entry address is Sega Power, Future Publishing, 30 Monmouth St, Bath, Avon, BA1 2BW.
11. Promoter: Warner Lambert Confectionery Ltd, Chestnut Avenue, Eastleigh, Hants SO5 3ZQ.

NOW SHOWING ON A CORN POPS BOX NEAR YOU.

You can get FREE cinema tickets for MGM or CANNON cinemas with Kellogg's CORN POPS. Just collect 3 tokens (6 for adults), and the collector card from packs of Kellogg's CORN POPS and take them to the cinema to claim your free ticket. To make it even easier, here's a starter token. See special packs for details.



A serving of 30g of Kellogg's CORN POPS cereal provides 25% of the average adult (or 33% of a child's) recommended daily amount of vitamins niacin, riboflavin, thiamin, folic acid, vitamins D and B₁₂; and 17% of the adult (or 20% of a child's) recommended daily amount of iron.

INGREDIENTS			
CEREAL FLOURS (MAIZE, WHEAT, OAT), SUGAR, GLUCOSE SYRUP, HONEY, SALT, SODIUM BICARBONATE, FLAVOURING, COLOUR (ANNATTO), NIACIN, IRON, VITAMIN B ₆ , RIBOFLAVIN (B ₂), THIAMIN (B ₁), FOLIC ACID, VITAMIN D, VITAMIN B ₁₂			
NUTRITION INFORMATION			
		Per 100 g	Per 30 g Serving with 125ml of Semi-Sweetened Milk
ENERGY	kJ	1600	750*
	kcal	380	170
PROTEIN	g	4.5	8
CARBOHYDRATE	g	88	33
(of which sugars)	g	(40)	(19)
(starch)	g	(48)	(14)
FAT	g	1.0	2.5*
(of which saturates)	g	(0.4)	(1.5)
FIBRE	g	1.5	0.5
SODIUM	g	0.7	0.3
VITAMINS			
NIACIN	mg	15	4.6
VITAMIN B ₆	mg	1.8	0.6
RIBOFLAVIN (B ₂)	mg	1.3	0.6
THIAMIN (B ₁)	mg	1.0	0.4
FOLIC ACID	µg	250	80
VITAMIN D	µg	2.1	0.6
VITAMIN B ₁₂	µg	1.0	1.0
IRON	mg	2.1	0.6

FREE CINEMA TICKETS

N.B. ONLY ONE STARTER TOKEN PER APPLICATION. TWO TOKENS ON 550G PACKS. ONE TOKEN ON 375G PACKS. CLOSING DATE 31ST AUGUST 1994.

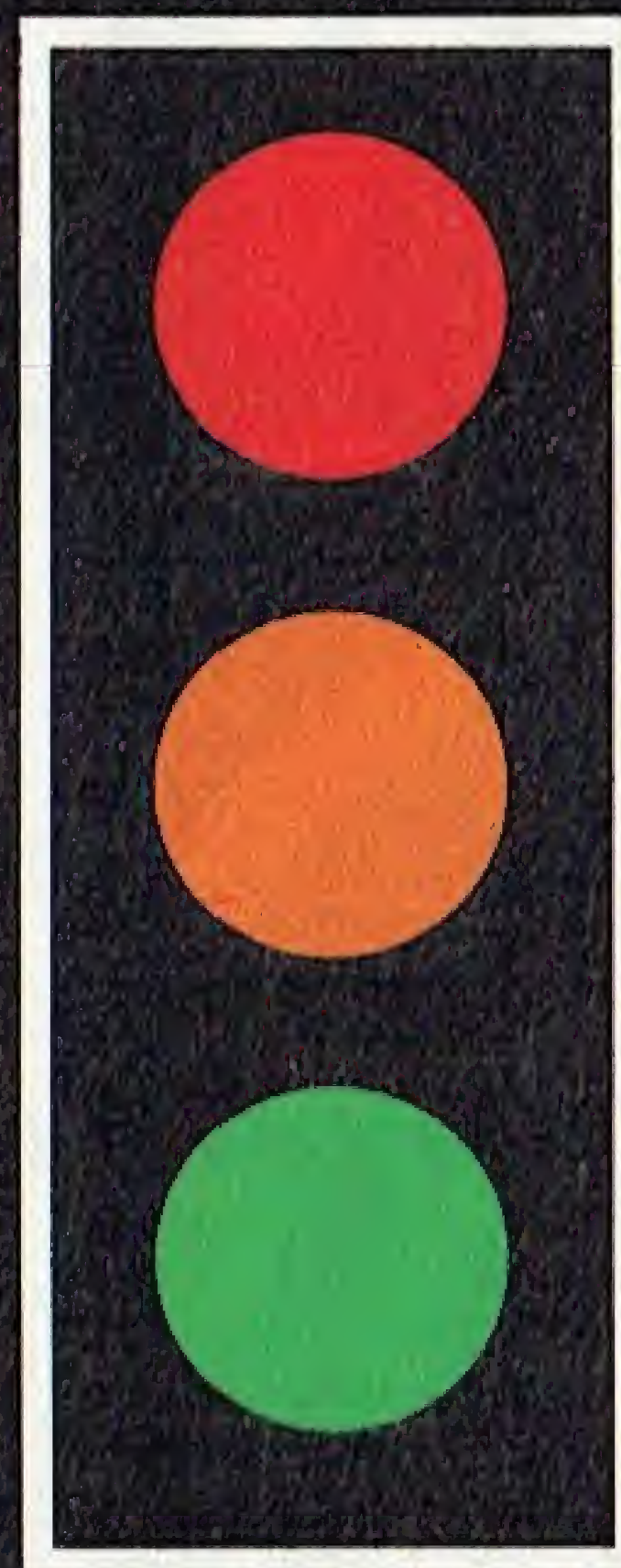
Sprites, Cameras, Actshu

Or don't believe the hype.
Films may be big and
nice, but the tie-in
games? **SHONKY!**

It's official! Cinema is a mighty, slobbering, wobblingly arthritic ONE HUNDRED years old this very year. But before you wander off aimlessly for your centenary garden party, cracking open yer bottle of Pomagne and toasting the enormous talents of Charlie crappin'

Chaplin et Harold Lloyd cetera, HAVE A PONDER. What exactly have the movies done for you as a (name the species/win a prize) 'gamesplayer'? Can we answer this for you now? NOT BLOODY MUCH, THAT'S WHAT. It's a sad fact that most licences are spirited, chaotic and over-weight with promise on the box and barmy old cack when you actually get to 'play' the mentally ill pig. IN

AN IDEAL WORLD THIS WOULD NOT BE INEVITABLE. Anyways, to commemorate a century of The Movies/fill up two pages, hows about yer cut-out-and-keep, sort-of definitive guide to them licences and their cinematic daddies. ISN'T THAT NICE OF US. Ah - and remember. See the *Streetfighter* movie this summer and your eyes will collapse into a filthy mess through the staggering sheer BLOODY AWFULNESS of it all. Don't say we didn't warn you...



THE BEST



ALADDIN

The Movie: you don't need to be told about the hero wearing MC Hammer slacks, the carpet with a 'personality', the scarey beardmanthing because YOU'VE ALREADY SEEN IT. And hate him (we do) or love him (we don't), there's a begrudging lick of the beard sloshing about Robin Williams' gob for his giddy voicey bit for the genie. This is a Monster Truck of a film.

The Game: it's a platform game. But this doesn't mean to say that you should hit your head against a chicken lolly, because it's VERY GOOD. Fabbio animation, challenging gameplay, and every other praise-worthy cliché reclining in the lounge may be applied. GET IT! GET IT! GET IT! After the success of said game, the programmer, Dave Perry, went on to some game about having worms and has since disappeared off the face of the kitchen worktop. ALL OF WHAT WE WRITE IS TRUE.

Authenticity: it's Disney, riight, and the animation's great, riight, and there's tunes from the fil-um, riight. Orfentic in a styley, unplotty but groovy, bedwettingly playable, good graphic way This make any sense?



THE WORST



DRACULA

The Movie: Gary Oldman is the worst dracula of all time, Winona Ryder is some woman and Keanu Reeves is just plain crap in this tedious, ludicrous, thrillectomised 'visual feast' that fills yer eyes up to the lids with Pedigree Chum unswallowableness.

The Game: take Keanu Reeves' "Angleesh" accent and imagine everybody in the country, from newsreaders to taxi drivers, adopting his vocal lilt and you're getting close to the terrifying awfulness of this game. A game of such platform unplayability, shoddy spritefulness and laughable digitised teletext film sequences, that it should have been placed in the chair of a blind dentist. MORE PAIN TO THE WRETCHED MOOSE, MORE PAIN!

Authenticity: with the game 'being' as pustulently tedious as the film, both are kindred spirits of the Expectations Drowning In The Bottomless Spittoon Of Bumcrap kind of thing. I know it doesn't make any sense, but let's be honest, THEY started it. Our copy has already been donated to the Mighty Toilet God and is currently trying to negotiate its way through the U-Bend of Gaming Hell.



THE REST



JURASSIC PARK

The Movie: some dinosaurs eat David Attenborough and fart him into the next century. I must be the only person in the world who hasn't actually seen the film yet. And I'm happy to say my life is still complete.

The Game: the Mega Drive/Game Gear version was a real dinobore (BOOM!BOOM!sigh) of a platform game, and the MD's 'Rampage Edition' was barely an improvement, cashing in on the (oh dear) Video Release of the film. The Mega CD, however, was blessed with a challenging, adventurey, three-dimensional shootyfindysolvey effort that's really rather ace. Worth a pog.

Authenticity: the Mega CD version has a couple of ounces of credibility in its rendered sequences and cinematic plotting, whilst the *Rampage Edition* is guilty as OJ with its nothing-to-do-with final bit where you're chased in a dinghy by a T-Rex. Including 'some dinosaurs' wasn't really enough, was it?

BATMAN RETURNS

The Movie: Batman, quite literally, returns.

The Game: a (SURPRISE) platformer of an average disposition. The Mega CD version is probably worth checking out for its extra 3D driving sequence trickery. The forthcoming *Batman Forever* is bound to be the same old, same old...

Authenticity: don't matter. As with *Jurassic Park*, the licence is of such monumental hugeness that the programmers didn't even have to see the film to program the bitch. Helps though. Yeah man, we're so street we're down the road man, awesome, wicked, chimps et *Games World* cetera.

THE LION KING

The Movie: the biggest animated movie of all time blahdebleedinblah. Has Elton John as a lion in it and it's sort of like *Born Free* only it's drawn by lots of different people. AND I'M AN EXPERT, ME.

The Game: probably one of the most unworthy bestsellers of recent years, a huge, dubious, Ben Johnsonish cheaty triumph for Virgin of marketing

over content. A dull, unoriginal platform-game-with-that-3D-bit-in-it just... well, just because everybody else was doing it at the time. No excuse for it really.

Authenticity: well, you're a cub in the first stages, then you're all grown up and liony just like the film (but the cowards snubbed the zitty, spunky adolescence angle). Also has that Wildebeast bit replicated in tatty 3D and the joys of listening to the Mega Drive struggling to swallow the saccharine saliva of Those Bootiful Oscar Winnin' Toons. Achingly, studiously, yawnfully authentic.

DRAGON

The Movie: Jason Scott Lee IS The Bruce, kicking, roundhousing and HI-YAAing through his tragicity-talenty-chronically-dubbed, erm, life. Good in an oriental-mystical-yobbo-kicks-arse-and-then-snuffs-it-big-time kinda way. Yes?

The Game: a solidly spunky beat-'em-up, a bit *Streets of Ragey*, a bit *Streetfightery*, and a bit good, especially with the three-player mode where you can, like, sime-ool-taneously have three fights at the same time. WITH YOUR FRIENDS TOO!

Authenticity: er, like, the backgrounds change, like, you know, scenery style. From the film. Scenes. From the film. Er? The Bruce character SIMPLY ISN'T SINEWY ENOUGH FOR ME. That's an important factor. Truth, that.

TERMINATOR 2

The Movie: a man called Arnold is this robot thing that goes through time to have a fight with this other robot thing that can change into ovens and that. People who are 'really into' this film probably have a wardrobe full of black t-shirts and like the smell of other people's farts. Childish enough for you yet?

The Game: I have fatigue. I DO! I know that this is a platform game, I know that the graphics are awful, and I know that the gameplay is worse than Guess the Shed. As with *Home Alone*, this was not allowed into the shops until Acclaim got rid of its stink.

Authenticity: this is supposed to be a joke, yes?

TRUE LIES

The Movie: a man called Arnold is this robot thing that goes through time to have a fight with the secret service, only his wife doesn't know he's really an oven. I've just been sacked, by the way.

The Game: a top-down shoot-'em-up that at least had the swinging balls to defy the platform convention, this is perfectly playable, fairly challenging and staggeringly, pleasingly (?) average. Shite graphics though.

Authenticity: very, very grubby digitised level intros from the film, BUT! each level is legitimately lifted and tweaked from the movie. This does not excuse, however, the shockingly inauthentic Arnold sprite, small as a bean, tough as a cloth, hard as a pensioner, and soft as mankind's nuts.

STARGATE

The Movie: poor man's Star Wars for the 90s. Kurt Russell's in it, which should tell you something.

The Game: so tired, so sleepy, so thump me! Izza... izza... izza...

PLATFORM GAME! Desite some ace, fluidly *Flashbackesque* animation of the main Russell character, the game itself is a bit of a non-starter.

Authenticity: tries hard to be as dull as the film with its let's-get-lost levels, and *nearly* succeeds. And there are at least twenty monster/man things that were never, ever in the film. OH NO, THEY WEREN'T.

HOME ALONE

The Movie: slappystick Macammy Catcan star 'vehicle' with all the street credibility of a milk float. He hits people on the head with pianos and stuff because his mum and dad decided to go on holiday and leave him at home. Wonder why...

The Game: this really should have died of massive head injuries before it smeared the shop shelves. **FACT:** you lose a friend every time you think about this game.

Authenticity: film crap, game crap, crapcrapcrap.

THE LAWNMOWER MAN

The Movie: mentler mows lawn. Mentler goes barmy. Mentler wears suit. Mentler has fight. Mentler mows lawn. Mentler is happy. From the brilliant mind of Stephen King.

The Game: the Mega Drive version would have been a (guess!) very poor platform game if it weren't for some 3D Sinclair Spakdrum graphics, the closest to Virtual Reality you'll likely to get, save slamming a bucket on your head and walking into some of that space lego stuff. The Mega CD version was just pants. With skiddies. Metaphorically.

Authenticity: some regulation stills from the film. Some cod VR bits. No lawnmowers (OH HAAAAHA). The Mega CD version was boated with show-offy rendered gear and film stills, but at the end of the day it played like a banjo up a dog's arse.



BEST RPG

Readers' What's Best? The Results

It appears from your answers that a lot of you DON'T KNOW WHAT AN RPG IS. We are now, of course, very proud of you. Logic spazzes included *Road Rash* and *Virtua Fighter*? Jesus! **ROLE. PLAYING. GAME.** 'Kay? Anyway, *Landstalker* 'won'... **Idiot vote:** *Valhalla* on the Sinclair Spakdrum 48k. UH?

1st



- 1 **Landstalker**
- 2 **Story of Thor**
- 3 **Shining Force 2**
- 4 **Shining Force**
- 5 **Phantasy Star 3**
- 6 **Soleil**
- 7 **Lunar**
- 8 **Secret of Monkey Island**
- 9 **Shining in the Darkness**
- 10 **Snatcher**

WORST, MOST TURDY GAME

Your very own *Most Unwanted* poll was passionately bloated with gaming bumcrap with **ROBOT PIGSLOP AT NUMBER ONE!** This is, of course, justice... **Idiot vote:** you've played yer crap, you know yer tat. All worthy!

- 1 **Rise of the Robots**
- 2 **Last Battle**
- 3 **Altered Beast**
- 4 **Italia 90**
- 5 **Power Rangers**
- 6 **Ariel the Little**

- Mermaid**
- 7 **Barbie's Beach Vacation**
- 8 **Ryan Giggs Soccer**
- 9 **Home Alone**
- 10 **Splatter House 2**

The results from issue 65's Readers' Poll are 'in' and it's official! It's the truth! It's the goddamn, apehole, melonfarming law! *Doom* is now The Bestest Game In The World! The 32X Satan shooter is truly an Emperor Ming, and a turnip field of encouragement to the tethered goat that is the 32X.

Elsewhere, *FIFA* (ahem) 'pipped' *MK2* by JUST ONE VOTE to nab the number two spot, whilst the coin-op junkies drooled *Virtua Fighter* into a top, shock position, and footy-dribblers shinned the frankly getting-on-a-bit *Sensi* in there, a testament to its bluetacking staying-power. The rest, is quite simply, a list of VERY GOOD GAMES. And all down to you, it was...

We'd like to thank you all for your votes and out of the (yes!) *thousands* of entries, winners will notified in due course. Couldn't have done it without you, so a big cheers for this definitive Readers' Poll. 'Ace' you all are...

Idiot vote: *688 Attack Sub*. I MEAN, HONESTLY. Mr Richard K of Taunton: surely you should be wrestling curtains, surely you should be wrestling curtains, surely you should be wrestling curtains...

1st



2nd



3rd



BESTEST GAME IN THE WORLD

- 1 **Doom (32X)**
- 2 **FIFA '95 (Mega Drive)**
- 3 **Mortal Kombat 2 (Mega Drive/32X/Game Gear/Master System)**
- 4 **Earthworm Jim (Mega Drive)**
- 5 **Micro Machines 2 (Mega Drive/Game Gear)**
- 6 **Sonic and Knuckles (Mega Drive)**
- 7 **Virtua Fighter (Arcade/Saturn)**
- 8 **Sensible Soccer (Mega Drive)**
- 9 **Virtua Racing Deluxe (32X)**
- 10 **NBA Jam TE (Mega Drive)**

1st



- 1 **Mortal Kombat 2**
- 2 **Super Street Fighter 2**
- 3 **Virtua Fighter**
- 4 **Streets of Rage 3**
- 5 **Mortal Kombat**
- 6 **Streets of Rage 2**
- 7 **Virtua Fighter 2**
- 8 **Streets of Rage**
- 9 **Street Fighter**
- 10 **Dragon**

BEST BEAT-'EM-UP

In the playground of Slapston School for Chimps, one game rules with an iron kidney punch. Roughly hogging a huuuge three quarters of *all* the votes counted between them, *Mortal Kombat 2* finally managed to kick *Super Streetfighter 2* into a second position bottomless spittoon. WHAT'S BEST?

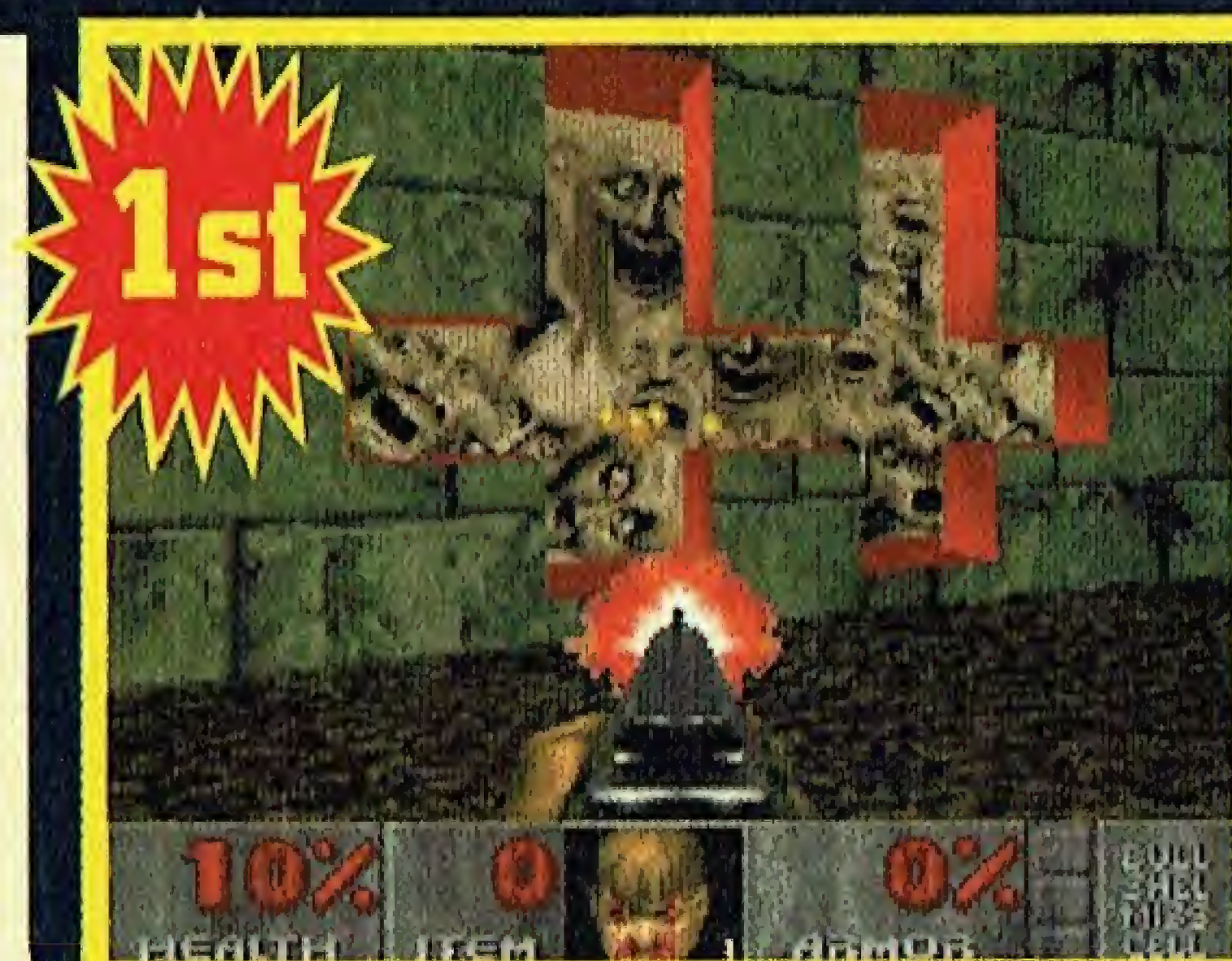
WHAT'S BEST? We'll bloody well tell you What's Best. *Mortal Kombat 2*, that's what. Now leave us. We want to drink some sheep dip.

Idiot vote: *Rise of the Robots* got two votes. ARE THEY CONFUSED? WAS THIS SUPPOSED TO BE A JOKE? Oh, go and read the novel then...

BEST SHOOT-'EM-DOWN

Er... And in the playground of, er, Shootingthings College for... Nah, sod it. *Doom*, as expected, ruled with a pair of steel trousers whilst the in-comparison-polyester-pants of *Cannon Fodder* was a BLOODY SATISFYING second place. Well,

chainsaw our toes and stick us in a flowerbed. This one was comfortably predictable. OH YES IT WAS! **Idiot vote:** well, *Terminator 2* at number eight proves that there are more than a few chimps attending the *Sega Power* food fight...



1 Doom

- 2 Cannon Fodder
- 3 Urban Strike
- 4 Jungle Strike
- 5 Lethal Enforcers
- 6 Thunder Force 4
- 7 Zero Tolerance
- 8 Terminator 2
- 9 Ground Zero Texas
- 10 Thunderhawk

1 Earthworm Jim

- 2 Sonic and Knuckles
- 3 Sonic 3
- 4 Sonic
- 5 Aladdin
- 6 Flashback
- 7 The Lion King
- 8 Sonic 2
- 9 Pitfall
- 10 Mickey Mania



BEST PLATFORMER

YES! In the over-crowded butcher's shop of (sigh) platform games, it's nice to see the, er, 'finest cut' of lamb turned out to be a well-tasty worm. (WHAT? - Dean.) With its grubby hands snatching HALF of yer votes, it proves that ORIGINALITY DOES PAY (and it's coming out on the Game Gear SOON!).

Elsewhere, Sega's hog mascot predictably dominated them platform pork cutlets, with *Flashback* still hanging in there amongst the pig's trotters. Sequels are a mostly irritating sack of udders, but maybe, just maybe, it's time for *Flashback 2* to make an appearance. **Idiot vote:** *Marioland* (SAY-GAH?)

BEST DRIVING GAME



A double-double whammy (whatever a whammy is) for the *Micro Machines* and *Virtua Racing* series. In fact, we were so unshocked by this result that we decided not to throw Dean into the charity bathtub of melted Chewits. Because of its late release, *Road Rash 3* may well have featured higher.

But it didn't, did it?

And *F1*, of which they'll be a sequel this summer, *still* has legitimate racetrack ruling claims, tarmac zimmerframe or not.

Idiot vote: whoever it was that entered *Sonic the Hedgehog* as a vote either has stupid eyes, a stupid face, or quite possibly both. IDIOT!

1 Micro Machines 2

- 2 Virtua Racing
- 3 Virtua Racing Deluxe
- 4 Micro Machines
- 5 Road Rash 2
- 6 F1
- 7 Ayrton Senna Super Monaco
- 8 Daytona
- 9 Lotus Turbo Challenge
- 10 Nigel Mansell's Indy Car

BEST SPORTY GAME



O!! Can't afford the clogs for a kickabout? Just TOO SODDING LAZY to go get yer anorak-for-a-goalpost? Thought not. Yer seventy percent of votes went to mighty *FIFA*, which probably means YOU ENJOY THIS GAME. This was probably the biggest landslide victory since the last big landslide victory. The hounds will be released in ten minutes... **Idiot vote:** three votes for *Ryan Giggs Soccer*? YOU HAVE NO SHAME.

1 FIFA '95

- 2 NBA Jam TE
- 3 Sensible Soccer
- 4 FIFA Soccer
- 5 Pete Sampras Tennis
- 6 PGA Golf 2
- 7 NHL '95
- 8 Speed Ball 2
- 9 PGA Golf 3
- 10 FIFA '93

1 Lemmings 2

- 2 Lemmings
- 3 Columns
- 4 Mean Bean Machine
- 5 Populous
- 6 Populous 2
- 7 Fantastic Dizzy
- 8 Pugsy
- 9 Gods
- 10 Ecco the Dolphin

BEST PUZZLEY GAME



Lemmings 2. New. Popular. *Columns*. Ancient. Popular. This tells us something, although Goddy knows what that is. Of course, due to a sort-of-shortage of puzzlers, you get the impression that people voted for either *Lemmings* or *Columns* because they were "the only ones they

knew." And of course, this is entirely the fault of the fickle beat-'em-up junkies. As per bloody usual. **Idiot vote:** twelve votes for *Psycho Pinball* either means we should have set-up a pointless *Best Pinball Game Called Psycho Pinball* category or... or... Nope. Can't be arsed.

Chaotix 30 Alien Soldier 34 Fatal Fury 36 BC



Review

Deadlus 42 Samurai Showdown 52 Putty Squad 54



Jelly Boy 58 Wayne Gretsky 60 Speedy Gonzales 62

Racers 38 Brian Lara 40

EW Intro

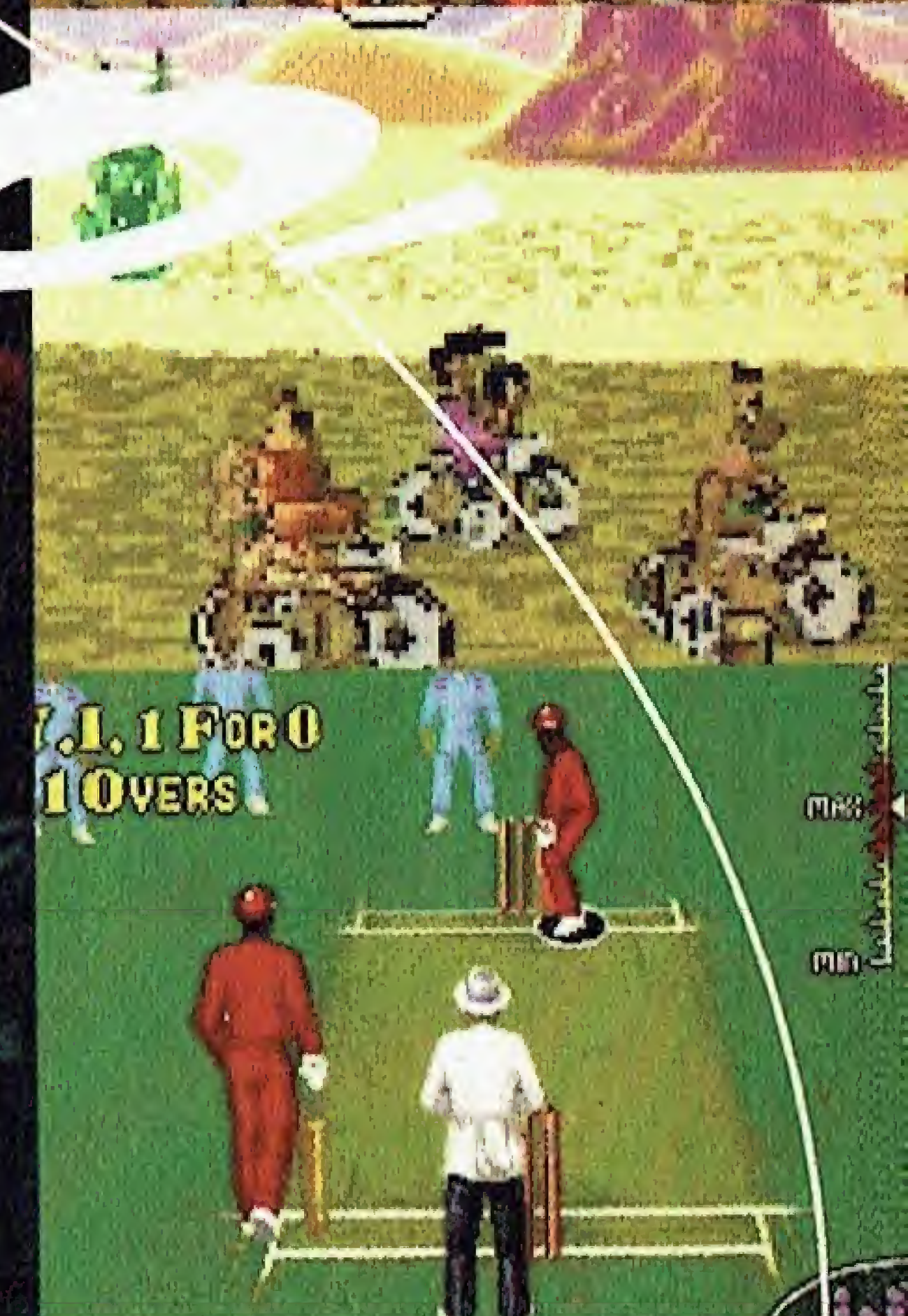


Addams Family Values 57



NBA Action 63

Nick Merritt
Dean Mortlock
Danny Wallace
James Binns
Simon Kirrane
Rich Pelley
Marcus Hawkins



He's finally gone. TAKE OFF your novelty Sonic head. DEMOUNT your novelty Sonic horse. SACK your novelty Sonic butler. There's a new echidna in taaahn...

Chao

• 32X • £49.99 • UK Release • Sega •

ECHIDNAFACT: Contrary to popular belief, policemen's heads do not go all the way up to their helmets. They keep echidnas there.



Chaotix is an interesting concept. Mind you, Blind Date was an interesting concept. So was Tramp Karaoke. In fact... (over the page)



ECHIDNAFACT: There is no such thing as a 'child' echidna.



ECHIDNAFACT: Science has proved female echidnas exist.

until he's 48. Still, he's made his money. Poor little fella must be getting paranoid, though. First of all it looked like that cheeky little upstart Tails was going to nab his crown, and then he gets stabbed in the back by an

echidna. Ah well, I don't care if Sonic's a mormon and his mum's a leotard.

But - hey! - I do sort of care about whether Sega keep on churning out their games. And bless

Did you know that even though Knuckles is an echidna, he has...



...no "Knuckles" to speak of? Instead, he uses hundreds of small jeeps.



WHERE IS SONIC WHERE IS SONIC WHERE IS SONIC WHERE IS SONIC WHERE?

SONIC. IS. NO. MORE. Uh? The absence of Sonic from ANY Sega game would once have aroused more suspicion than a pregnant baby man.

For years, the market's been flooded by a veritable diarrhoea of Sonic games, Sonic clones and Sonic duvets for the joyous gamesplayer to

splash and dance around in. And the Sega's flagship, has been more than happy to sail along.

Now, for reasons best known to someone else, Sonic's gone solo. Well, not even 'solo', really. Just 'gone'. Probably relegated to a life playing soft-rock concerts with the Osmonds in Holland



Dim people like the bright bits.



HAVE YOU SEEN SONIC?

Although he's only really been missing since the start of this review, Sonic sightings are already flooding into the Sega Power office. If you think you've spotted him, find a policeman and say in a loud, unquivering voice "I HAVE FOUND THE HEDGEHOG". If the policeman does not immediately blow his whistle to summon his friends, you have unwittingly stumbled up on your own conspiracy theory, and should strike the bobby across the head twofold and run away quickly. Or something.

(contd.)... there's only one thing worse than an 'interesting concept', but that at least can be lanced, drained and surgically removed.



their little hearts, a replacement platform star's already been found, Knuckles. An echidna. Which, incidentally, is an inner organ. Don't argue with me.

So then - a Sonic game without a Sonic. It's an interesting concept. In fact, the whole game is just one 'interesting concept' after another. The programmers have obviously been spending a lot of time thinking up new echidna-related ideas to stick in the game. And in the shops.

Knuckles is, for example, attached throughout the whole affair to another character by a length of elasticity-

magic-stuff. Although this seems initially restricting, it's actually necessary for getting Knuckles to certain hard-to-reach areas, and very useful in propelling other stupidly cute sprites up and down the levels.

Yep, 'cute sprites'. Sega's R&D department, Genytl Games, have made sure that Knuckles has brought a whole host of brand new lovelies with him. Prepare



See that magic-sparkly stuff? That's new, that is.



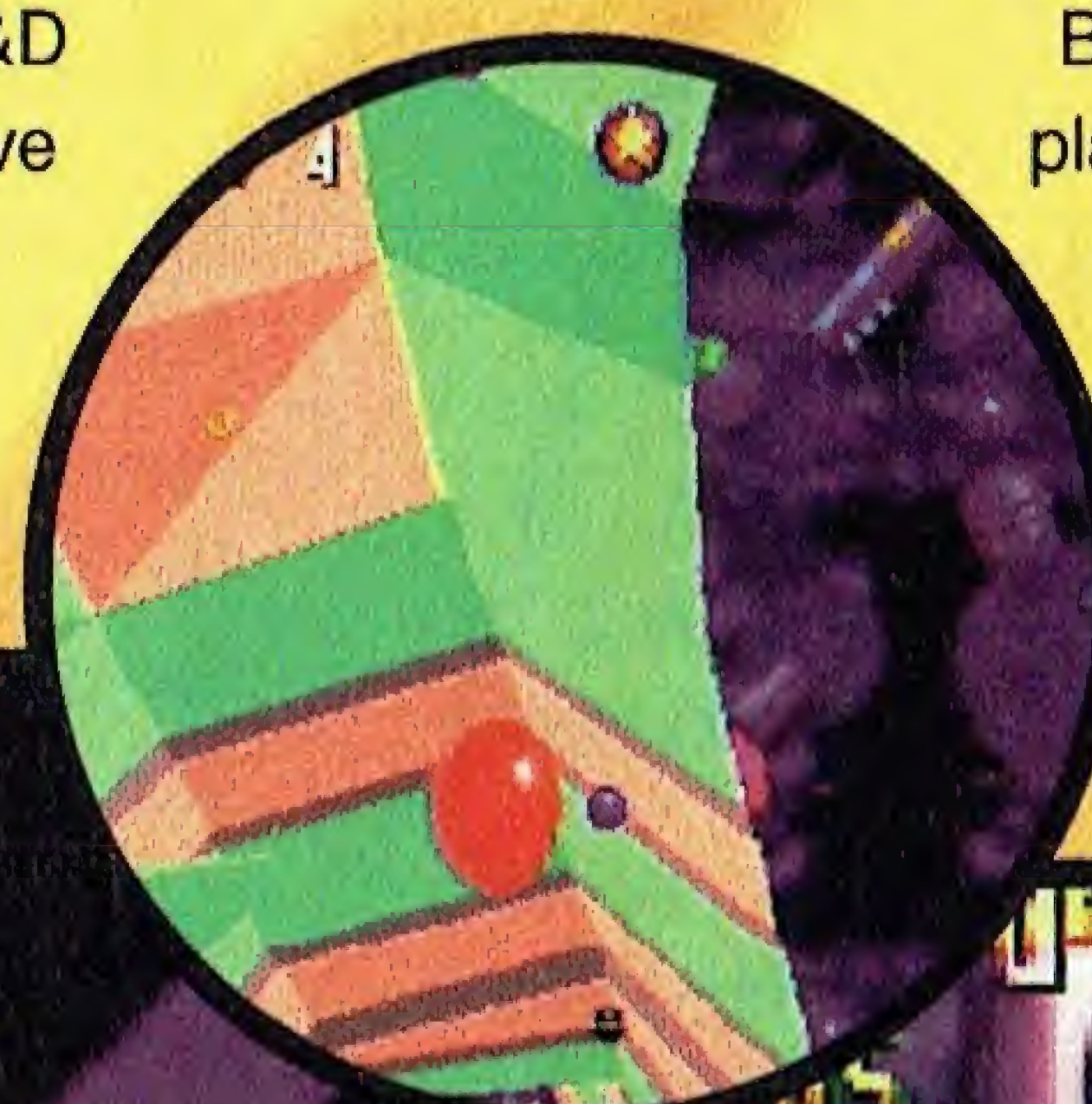
A tiny little Espio the Chameleon and his levitating friends. Nice purple colours, eh?

to have your heart warmed and your face set a-glowing by Mighty The Armadillo, Vector The Crocodile, Batter The Wife, Liquidize The Dog and Flee The Country, plus a Whigfield's dad full of other motherhubbards. Watch out for future Genytl developments.

But how does it play? Well, speed was always the one aspect of the Sonic games that ultimately

separated them from the crowd. Yeah, yeah - they looked great and played extremely well, but would Sonic have caused such a stir in the first place if it hadn't been for the eye-knacking velocity? WELL?

With the introduction of the new characters, the game has had to slow down in places to fit their 'personalities'. OK, so there are still loads of sheer speed moments with the faster characters, but in just as many places, *Chaotix* seems to have sacrificed what used to make games like this... *special*.



ECHIDNAFACT: If an echidna had a fight, no one would win.

ECHIDNAFACT: Irish echidna Damien Jarrat has invented his own periodic table. Now on the market.



MR. D's, BATH

At precisely 4:17 yesterday morning, Sonic was spotted at "Mr. D's" - a 24 hour fast food van in Bath. Passers-by said that "he looked a bloody mess." Picking up an empty Mr. D's paper bag, a desperate-looking Sonic placed the greasy white item over his head chef-style, stumbled over to the counter and said "I am Mr. D. I am in charge. You are fired." A kind old man took pity on him and gave him a bit of onion.

MAGDALEN GREEN, DUNDEE

Just 20 minutes later, Sonic was spotted in Scotland, roaming the streets shouting "I AM the police, missus" and climbing buildings. 8 year old Jamie Maddox, out walking his dog, screamed when a large vomiting hedgehog fell from behind a bush, whispering "Monkey Man will MAKE you believe" and "I am a wise old tree". Two hours on, and he was spotted by viewers trying to answer tricky word puzzles on TV's Countdown.

WOOKEY HOLE, CHEDDAR

The Wookey Hole caves were the subject of mass controversy last night, when, at the so-called "miracle spot" where the Virgin Mary had been appearing in panto, a "giant blue hedgehog" started dancing and shouting lewd comments at the stunned crowd. "I started to question my beliefs quite fundamentally," a local vicar said later, "until he removed a shiny red trainer to reveal a foot full of swearing willies..."



Danny forgot to do this caption, and now he's not getting PAID...

UMBILICAL WHIPLASH

the-spot. Releasing B will then mean that you both shoot off in the direction of your choice. Handy for getting 'round huge great loops quickly. And - hey kids - this new added Sega feature Sonic move special thing is actually quite FUN when you get used to it! FACT!



Simply hold down B to produce a scenario much like the one shown in the screenshot on the left, then let go...



... to take part in a scenario much like the one in the screenshot that was on the right, but is now on the left.

The levels, all of which are huge, range from the well thought-out and thoroughly enjoyable to the confusing and annoyingly-designed - although thankfully, the former does far outweigh the latter.

Right. My gripes are out of the way. In fact, for all my cynical, grown-up words, *Chaotix* is still technically a very accomplished little platformer. Them graphics remain up to the standard of the previous Knuckles game, and are actually improved on in some areas by sprite scaling (although at times you

can't help feeling that there's no point to it). And presentation-wise, *Chaotix* is just as slick and polished as we could've expected it to be. Good.

Slap me with a kipper if I'm

being too negative, but I just feel all the way from my chinny-chin-chin to my little cotton socks that *Chaotix* could have been better. It could have done more to make it the definitive platform game, and it could have done more to show what the 32X can do.

While it's true that the Sonic games were in need of a change in style to see them safely into the future, and

that *Chaotix* has delivered enough changes, they just weren't in the direction of perfection. Yes, *Chaotix* is good, but not quite as good as we'd hoped. The Future Of Video Games it ain't.

SEGA POWER

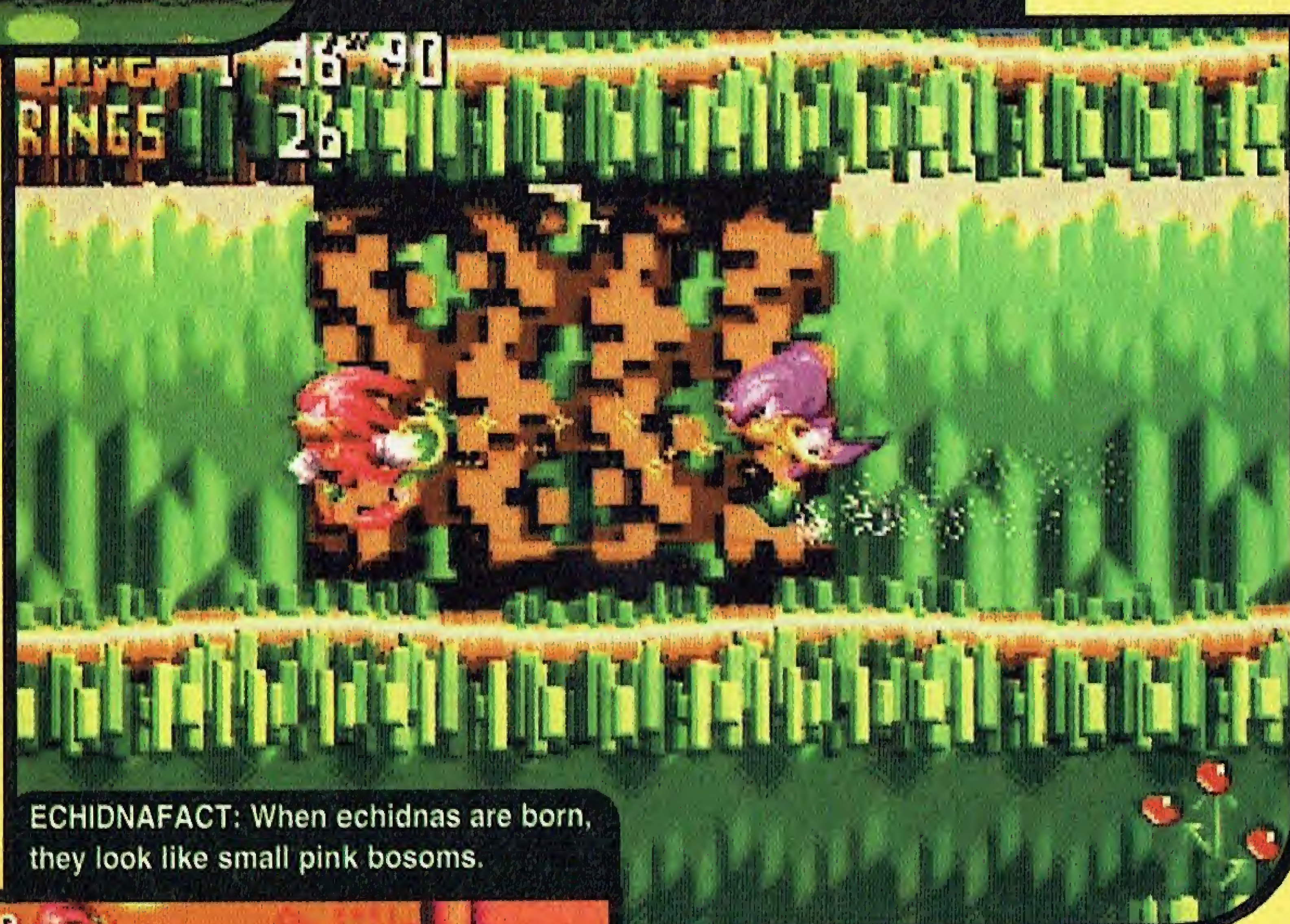
These two characters are probably the speediest of the lot, so play as them. NOW.



Why Don't You... turn the TV round to face a big white wall, then let some small child play *Chaotix* in the dark. Voila! Your own nightclub!



"The 3D polygon extravaganza that is the bonus stage" Oh.



ECHIDNAFACT: When echidnas are born, they look like small pink bosoms.



ECHIDNAFACT: Gaz from Supergrass follows echidnas.

Chaotix

- ▲ Choice of characters
- ▲ Very well presented
- ▲ 32X capabilities are used
- ▲ Some original ideas
- ▼ ONLY ONE PLAYER

Graphics

8

Sound

8

Addiction

7

Lifespan

8

Power points

Release date June
Players A mere 1
Sonic LIVES!
Levels very, very ample
Sega (0171) 373 3000

Final verdict

"Like waiting to hear Shirley Bassey sing, and ending up with Moira Stewart. But - hey - nothing wrong with Moira..." Danny

86 Percent

- Mega Drive •
- £49.99 •
- UK Release •
- Sega •

**Dear Readers,
LEARN FROM THE
PEOPLE OF YOUR
YOUTH...**

Alien

The first "Alien Soldier" was
Sergeant Murray Fisk of Frome



I WISH MY SURNAME WAS 'PETERS'



and start ranting (politely) about how video games are NOT a 'bad influence' on kids, on my kids' video games show "BAD INFLUENCE!". I may not know what a 'joke' is, but I'm very good at reading them out.

Anyhows, because I'm so level-headed, it's down to me to give you some general stuff

"Hi, Andy Crane here. Y'know, I'm always glad of the extra work I get now I'm seen as the real spokesperson of the computer generation. I mean, you youngsters and your games, eh? I'm always happy to stand up for you lot, flick my sensible hair back,

about *Alien Soldier*. Well, let me start off by saying "*Alien Soldier* is GOOD". I like it. From beginning to end, it's top solid fun. Much like an amusingly shaped frozen turd. Apart from the turd bit. In fact, the word "solid" really sums it up.

It's somehow... trustworthy and reliable. It's also rather fun. The action is quick and the gameplay satisfying, with large, easy-to-see-even-if-you-have-no-eyes sprites and massive huge great 'bosses'. Oh, and there're about 25 levels to get through too. Plus 25 bosses! Ace! Exclamation mark!"



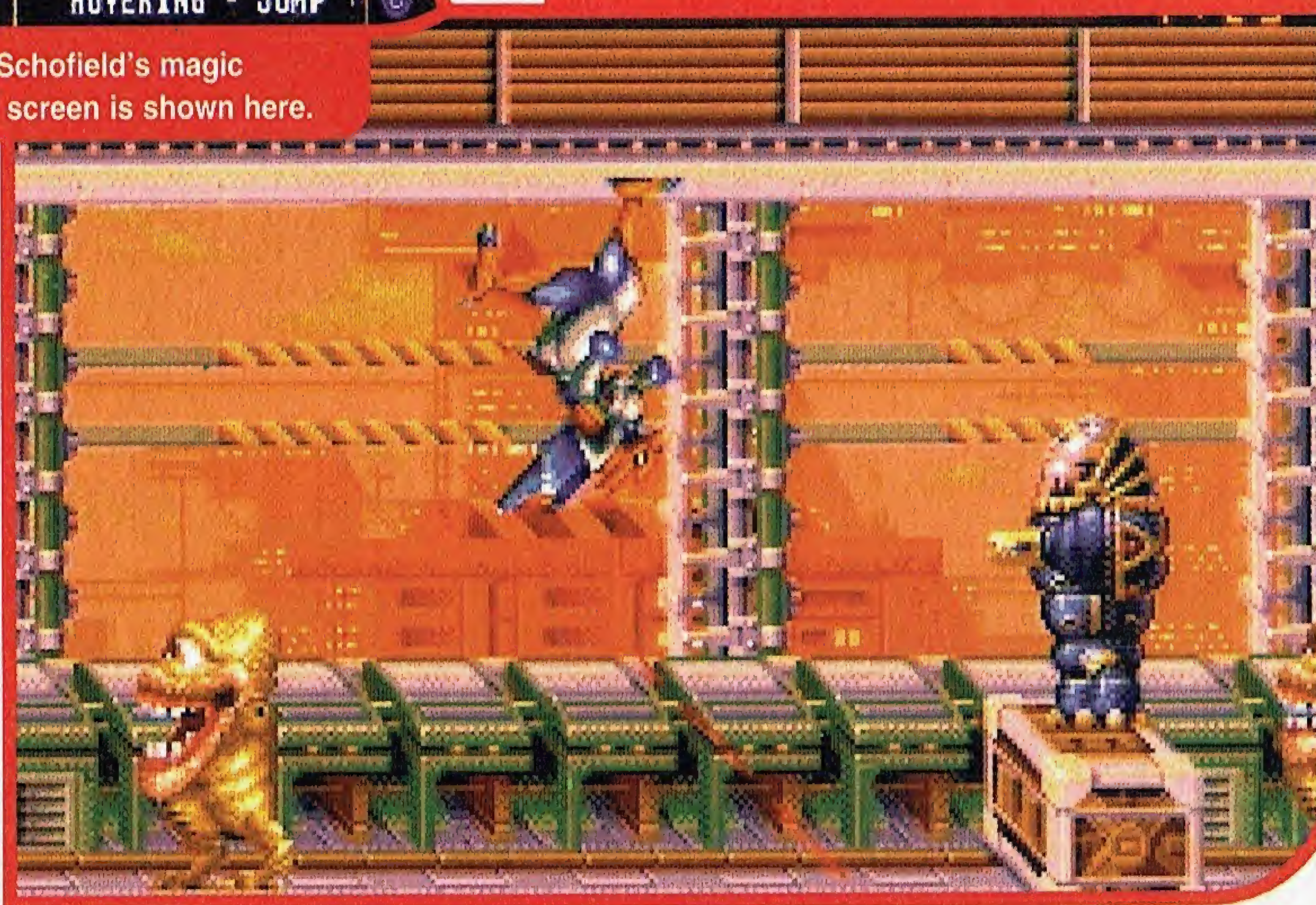
I KISSED SIMON PARKIN

"Kids, Phil Schofield here. Call me 'Pip'. Hey, 'control' is a funny thing, isn't it? Really! I know that - after years of working in the CBBC Broom Cupboard! HA HA HAAA! (Incidentally, I was there before Andy Crane, which means I was probably better.)



Phillip Schofield's magic
control screen is shown here.

FACT: Andy Crane has three eyelids. FACT:
Female versions of Andy Crane - free next issue.



Aliens have had a remarkable effect on our society, with their amusing voices and unusual children.

I AM A TANK-TOPPED FOOL



"Crazy, me! MAAAAD! I've got a T-shirt with "You don't have to be mad to work here..." written on one side, and "You don't have to be mad to work here..." on the other!!! ! Bonkaaaaaaszz! Actually, kids, I've become a bitter, twisted communist who wears silk Jamiroquia hats and stands behind trees to stare at ladies due to years of TV neglect and only one appearance on The Word. My once innocent association with Mallets and other household weaponry has been replaced by a morbid and disturbing fascination with fictional computer-game firearms. LET ME TEACH YOU ONE LAST THING."

Buster Force

"Buster Force is yer standard piece of kit, and one that I've got round my house. It's basically the best all-round weapon to have strapped to your back."



Flame Force

"This sacrifices long-range firepower for extreme strength. Sort of like a funny little flame-thrower that you might get in a party fun-pack at the end of a birthday."



Soldier

Anyway, 'control', yeah? Well, in *Alien Soldier*, you, the gamesplayer, seem to have complete 'control' over everything. There's a gopher's-gob full of options, right down from how you like the layout of your energy bars, to choosing your favourite playing style.

There's also some very interesting moves that your little man can pull off. He can hover like a Jesus, teleport like a moron, and shoot like a... gun! And after you've got used to how he handles, he's remarkably easy to - hey - 'control'. Much like jelly-boy Crane. Do

you have an older sister? She used to fancy me! Ba-bye!"

MY LIFE ENDED AFTER WACADAY

"YO KIDS! HEY YO HEY! Mad Michaela Strachan here! And, being a girl, I'm naturally sceptical of you boys and your toys. But hey, I actually quite enjoyed *Alien Soldier*. It's a frantic shoot-'em-up with originality and bags of options.

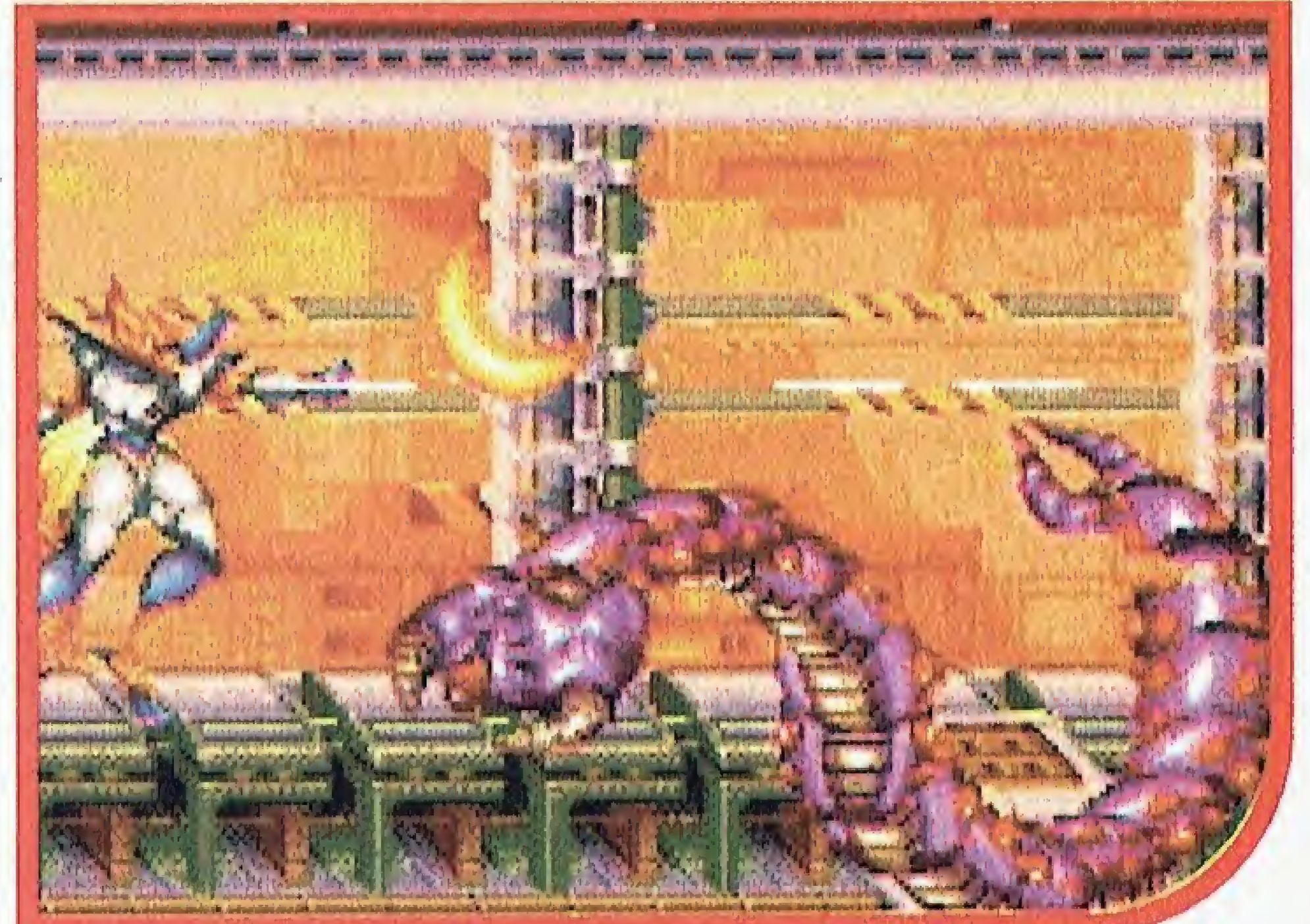
There's a password system, so that if you do ever feel you've had enough, you can

just go outside and make huts or something.

But after you've completed it, will you ever play it again? Well,

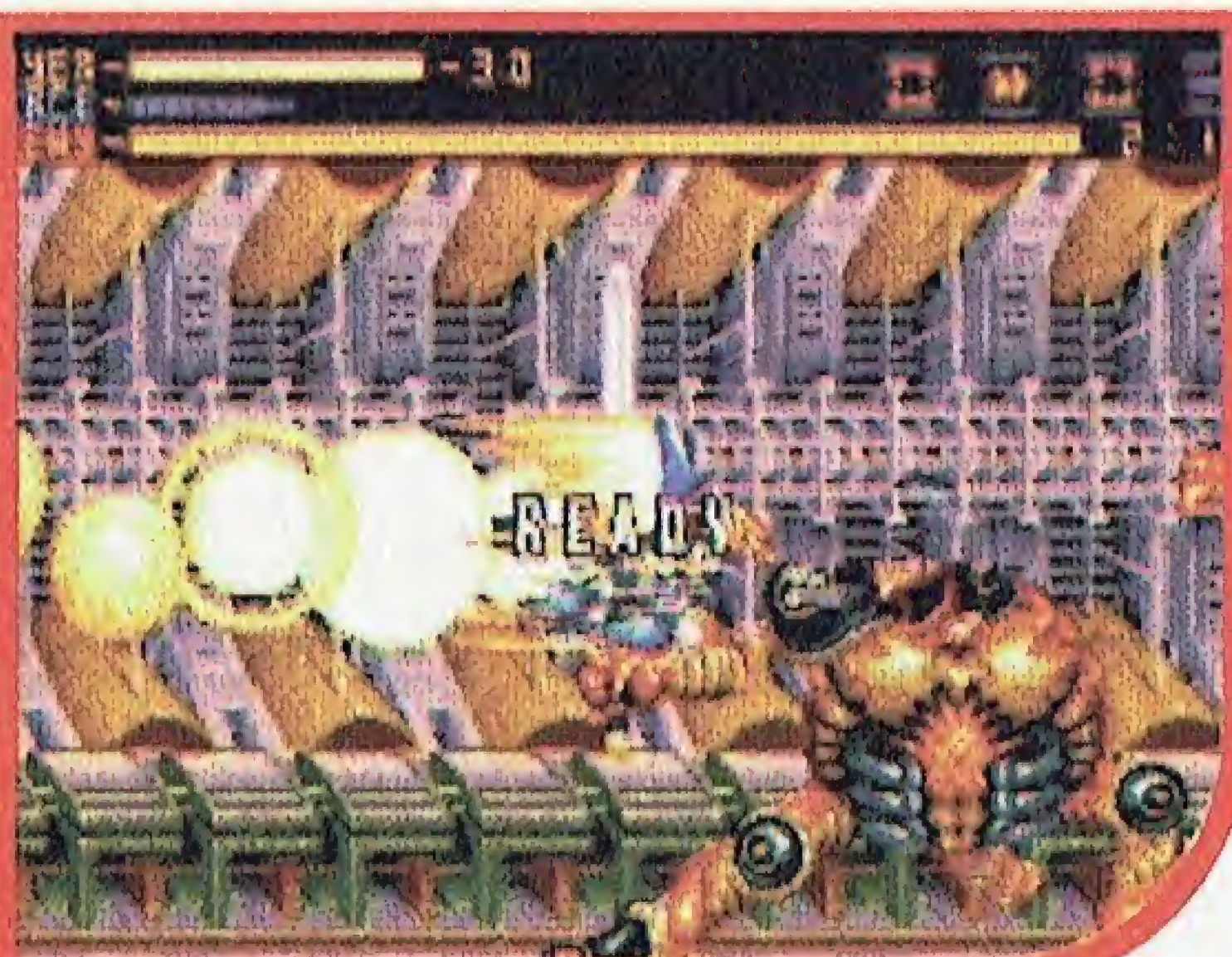
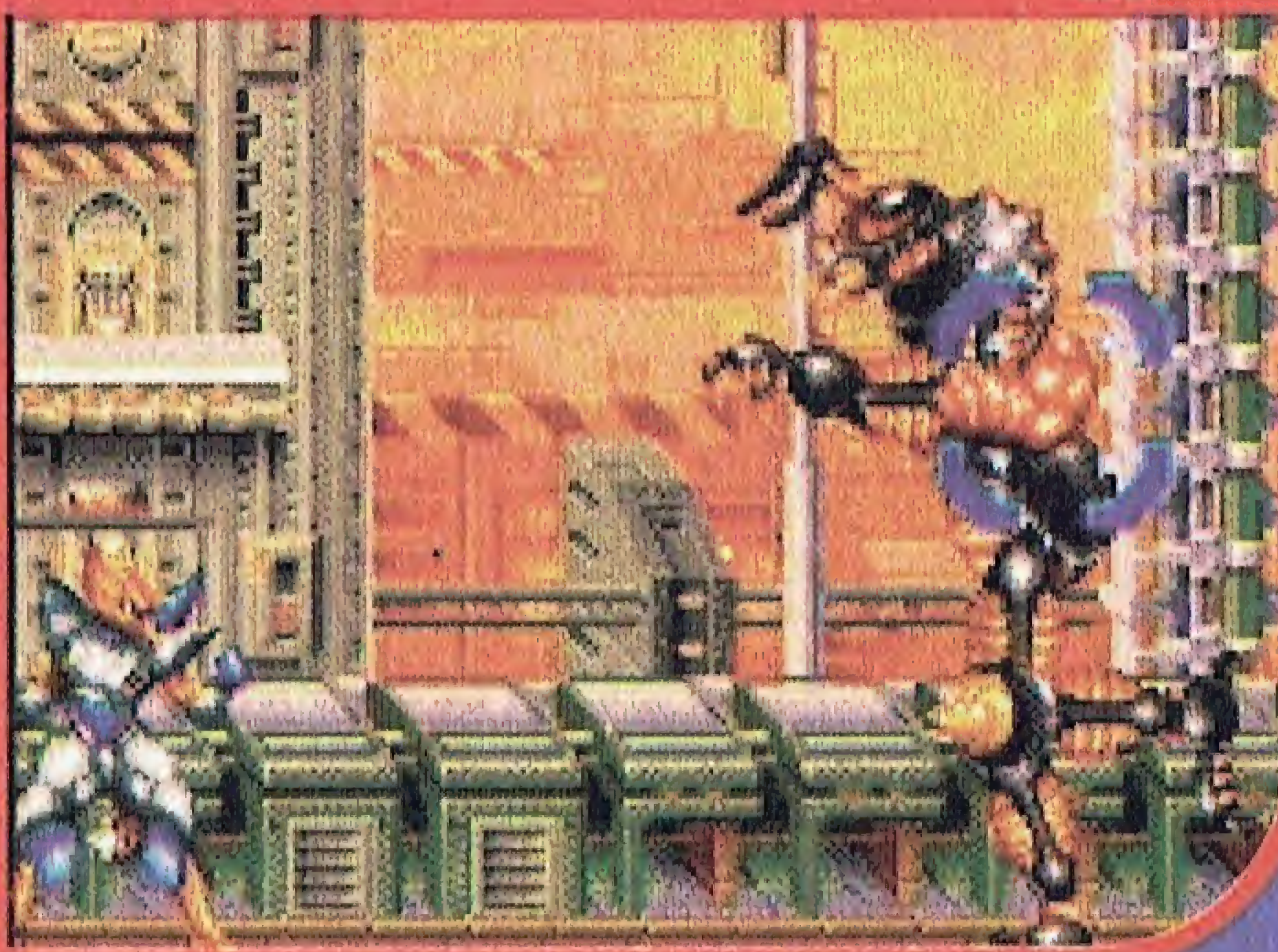
probably. Unlike straight platform games, platformy-shoot-'em-ups tend to be more approachable after completion.

Especially big ones like this. Mind you - people who don't like boss-after-boss action may find it grating. Remember *Strider*? This is sort of like a *SEGA POWER* *Strider* '95."

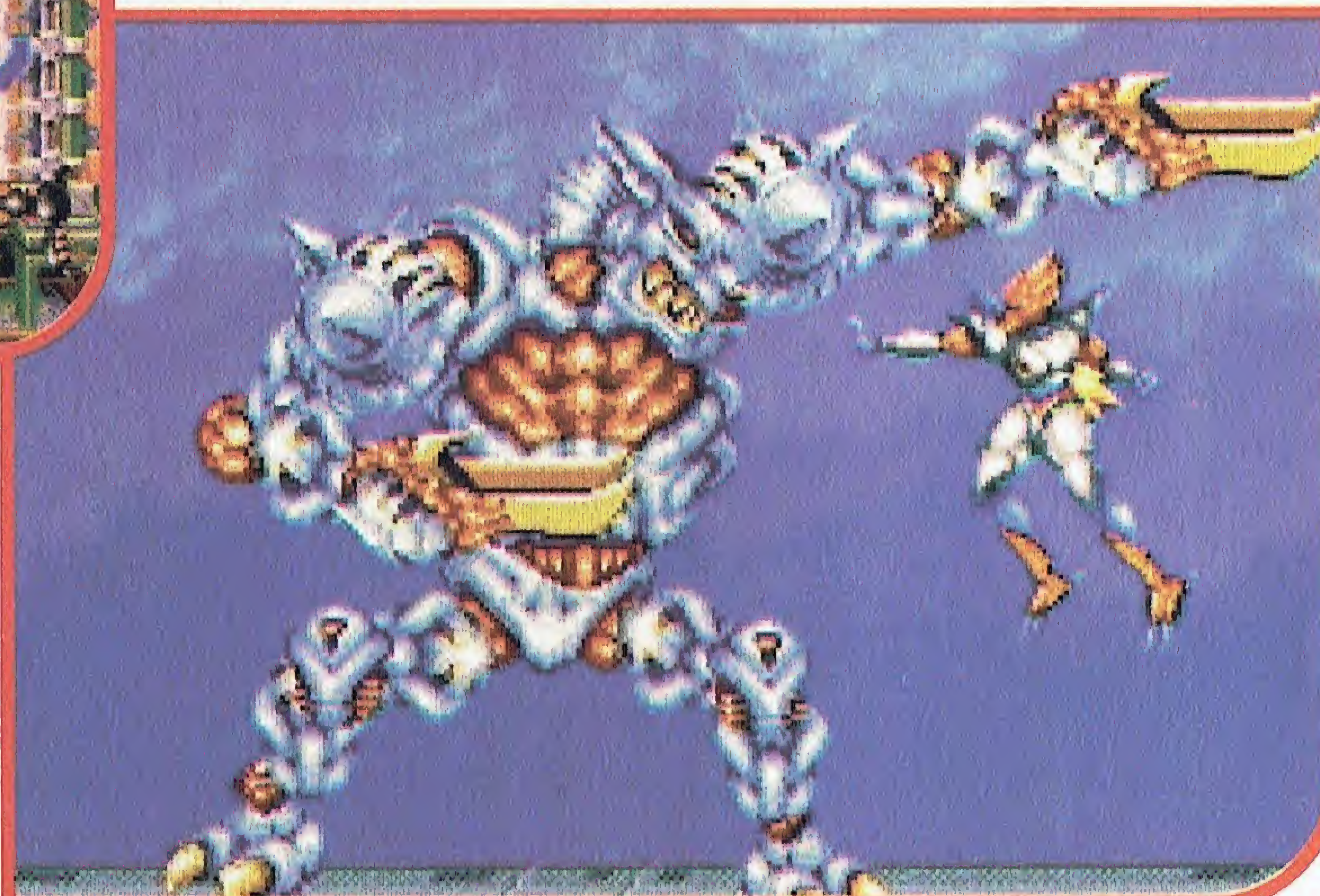


FACT: Floella Benjamin and Simon Parkin are twin girls.

The levels are short but plentiful, and the end of each is greeted by a boss like this.



Actually, this review is one of the most informative ever. No?



Cor! Cool! Tsk! Yipes! Yoiks! Smek! I AM THE GHOST OF THE BEANO! LAUGH AT MY FREAKISH SOUNDS! Oh just turn the page...

Alien Soldier

- ▲ Very well presented
- ▲ Great gameplay
- ▲ Good sound
- ▲ Other good things
- ▼ What if you don't like shooters??

Graphics

8

Sound

8

Addiction

8

Lifespan

8

Power points

Players.....1
Levels/bosses.....25
Norris McWhirter... Answer me!
Difficulty..... Superhard/easy
Sega..... (0171) 373 3000

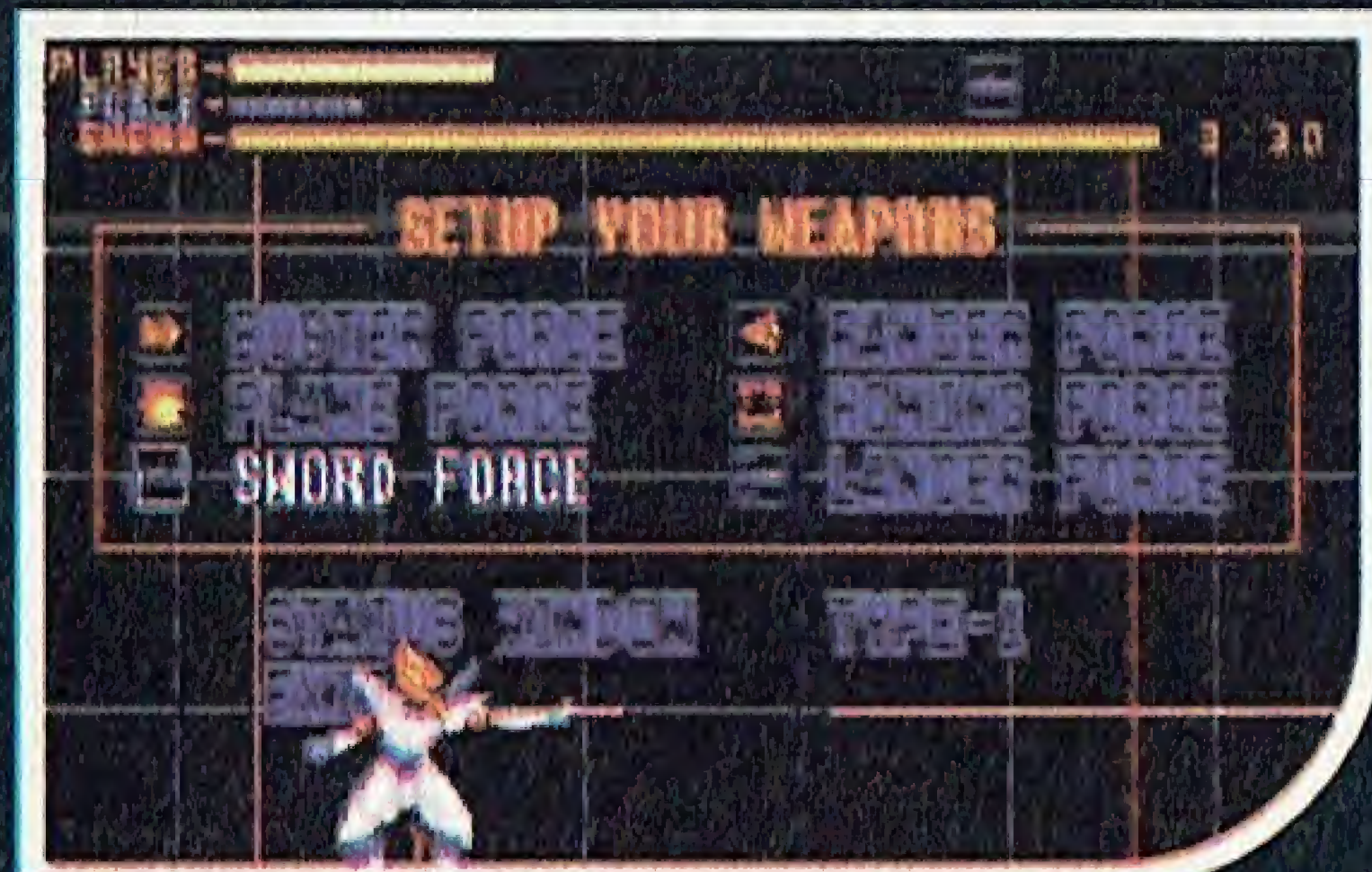
Final verdict

"Sturdy, trustworthy, reliable, solid, polished, satisfying and fun. With lotsa bosses. B-u-y."
Danny

85 Percent

Sword Force

"A reasonably powerful long-range effort, this. It'll last you a moderately long time, and won't leave any unsightly stains. I discovered Mike Myers, you know."



Ranger Force

"Ooh, this is just 'wicked' for cutting through great chunks of the enemy. And stuff. Apparently, when I worked for Radio Picadilly, I was great."



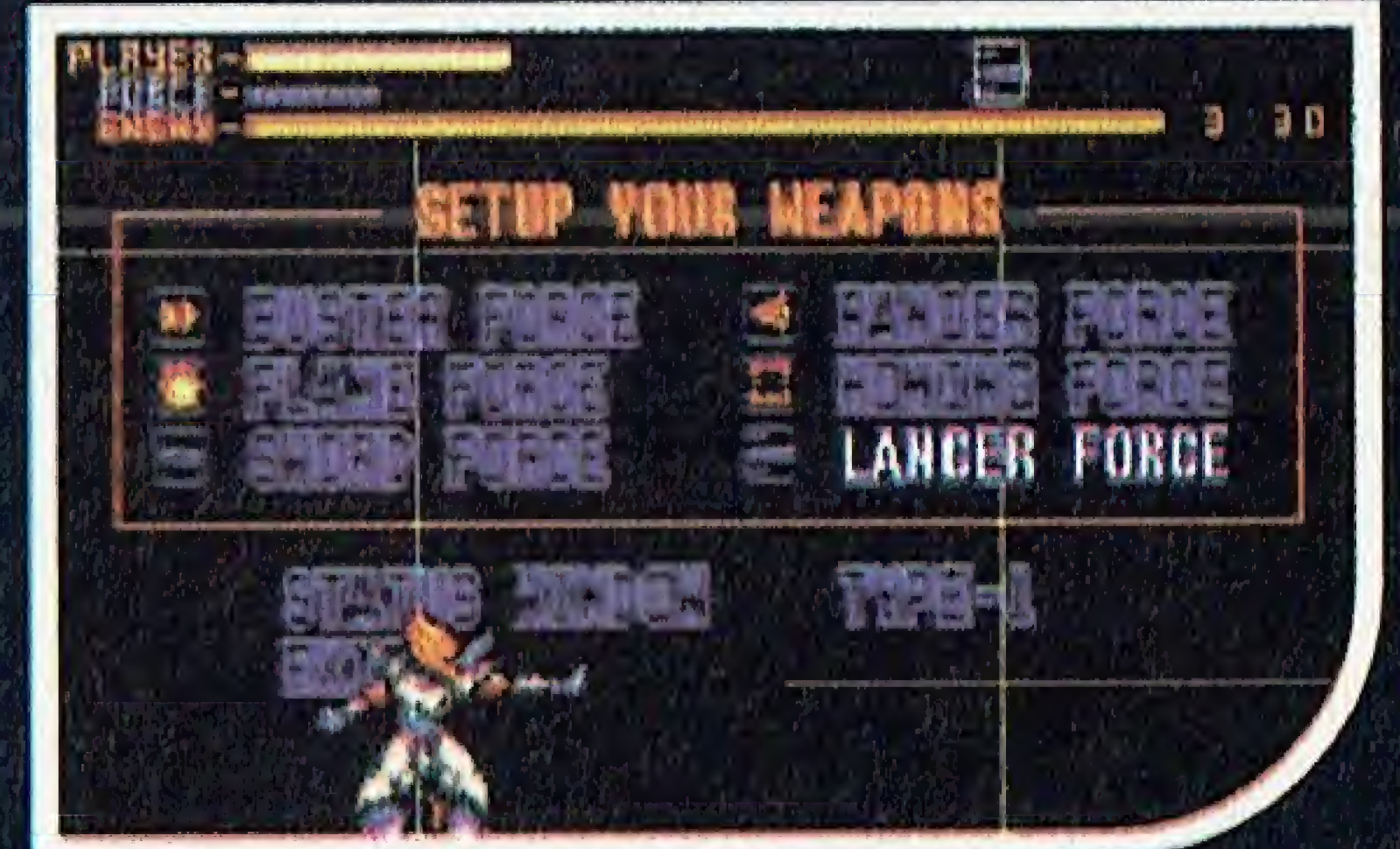
Homing Force

"Probably my favourite weapon, this. It's far reaching, ever so powerful, and lasts ages. It's also the best weapon for disposing of enemy bosses. Love!"



Lancer Force

"Very powerful, very long-range, but in very short supply. Strap one to your back anyway, just in case. Hey - I discovered Chris Evans, me!"





Fight in the middle of a bull ring. This is clearly a sensible place to pick a fight with someone.

Joe allows Tung Fu Rue to smell the top of his knee. In any other country, this would be an arrestable offence.



Looking for a fight, mate? Yeah? Well go duff up the shop assistant for trying to flog you this old game (again).

Fatal

• Mega CD • £34.99 • UK Release • JVC •



The best way to defeat a boxer is with a gun. However, flying kicks are handy too. As are boxing skills. And stuff.

I have to start somewhere, so let's start with hate. Those words 'special edition'. I hate them. Every time I see something with the words 'special edition' attached, like a film, I always go to see it expecting some great new revelation over the previous *Unspecial And Actually Quite Good Anyway Edition*. Only to find that all I get for my money is an extra ten minutes of the Director's dog barking at a car or something. Oh, I love it.

Unfortunately, this disease is slowly starting to infect the videogames world. Like *Street Fighter 6: Special Extra Super Enhanced*



"They are MY diacalm and will fight for my right to flush!"

Championship Only £150 Turbo Edition (The Director's Cut).

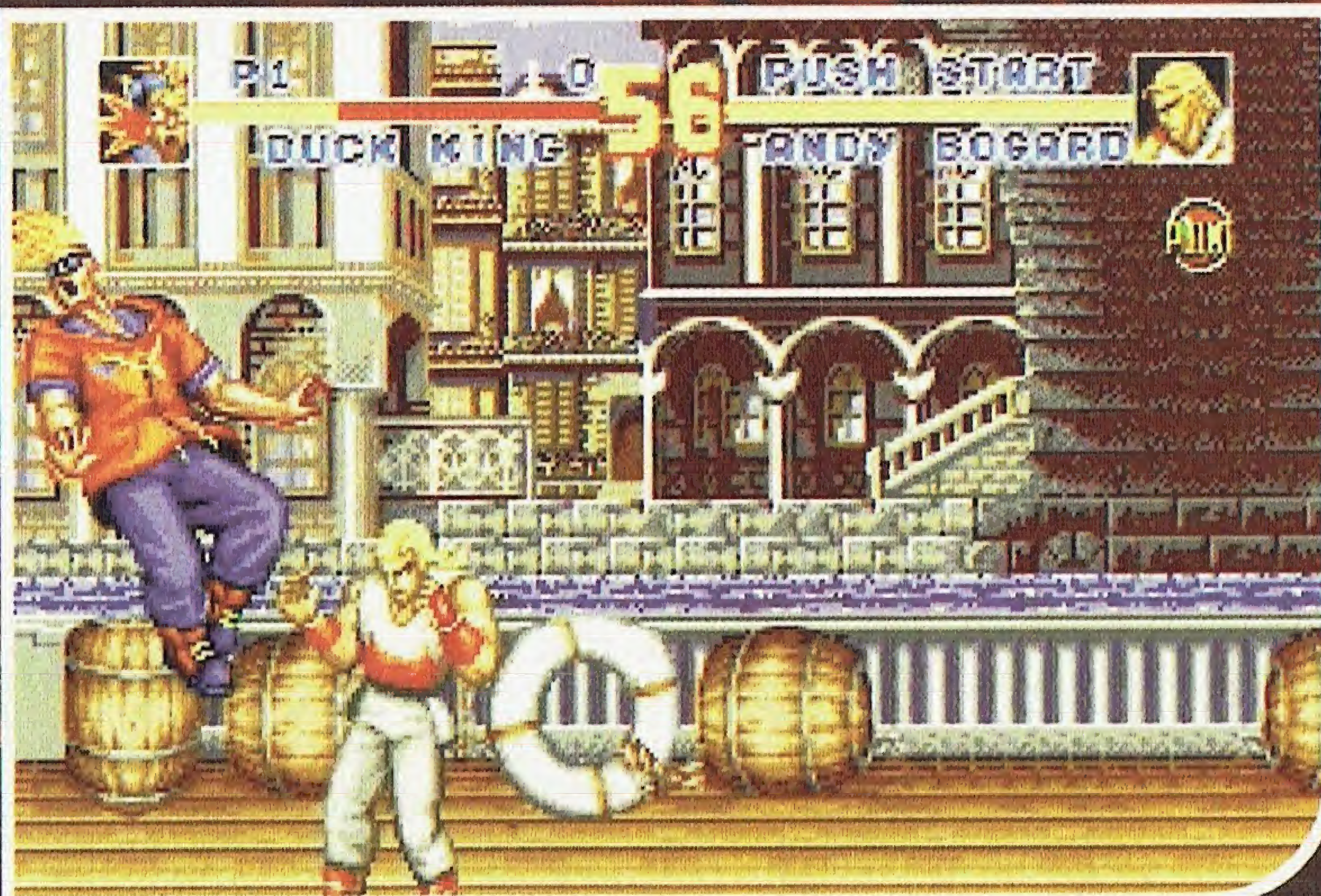
So, here we are, confronted by a new 'Special' *Fatal Fury*, except, in a stunning new twist, this time it's set on the Mega CD. Now, the Mega CD

DID YOU KNOW that fire was one of the four main elements of ancient times? And they say games aren't educational...



Sideways captions are great coz we get the chance to write stuff. Sideways.





Duck. What kind of a flippin' name is Duck? Hardly surprised he keeps getting into fights. The prat.

This is what happens when you eat too much and walk around in green sweat-stained satin shirts. Fat gits in ballet costumes want you.



Fatal Fury Special

already has a couple of pretty nifty beat-'em-ups, like *Mortal Kombat* and *Eternal Champions*. Do we need another? Hum.

Supposedly, what we have is a direct conversion from the Neo Geo and to be fair, all of what appeared in that version is here. If you're not up with the arcade/Neo Geo scene though, you'll notice a fair bit that was in *Fatal Fury 2*, even down to the backgrounds.

Certainly, if you've played either of the *Furies* before, you'll quickly be at home with this.

Another slight hitch concerns the disk access. Beat-'em-ups are about SPEED. And what I DON'T want is to have to stop just when my blood is starting to flow, especially considering how

hard it was to get it moving in the first place.

And the disk access means I have to sit there for bloody a-g-e-s.

So what does the game actually have in its favour? The graphics are big and chunky in a *Street Fighter*esque way, there are load of special moves (same as the Neo-Geo and Mega Drive

versions), there are plenty of characters (15) – Ryo is available to you without fiddling

about with codes and all that, the backgrounds are nice... And that's it. It's just the same old stuff. No blood, no gore. No originality? Pah!

When the Mega CD was launched we were promised all kinds of fantastic new games which would use the space of the CD, the (ahem) FMV and so on. But all we've had is software companies bunging together an old game or two, carving its tattered code onto a CD and flinging it into the shops in the vain

hope of separating some mug from his money. Yeah, nice for the software companies, crap for the rest of us, and a gasping chokehold for the already woundlicky Mega CD.

Fatal Fury: Special? Fatal Fury: Same Old Tat But Bigger, more like...

SEGA POWER



This is 1990's Britain and chivalry is dead, buried, eaten by maggots, sold for a new housing development and moved to a polluted industrial site.



Punch. Hit. Kill. Stuff like that is dead handy. Really.

Fatal Fury: Special

- ▲ All the arcade elements are there
- ▲ Top CD sound
- ▼ But more of the same
- ▼ And slow
- ▼ Did I say slow?

Graphics

6

Sound

8

Addiction

4

Lifespan

4

Power points

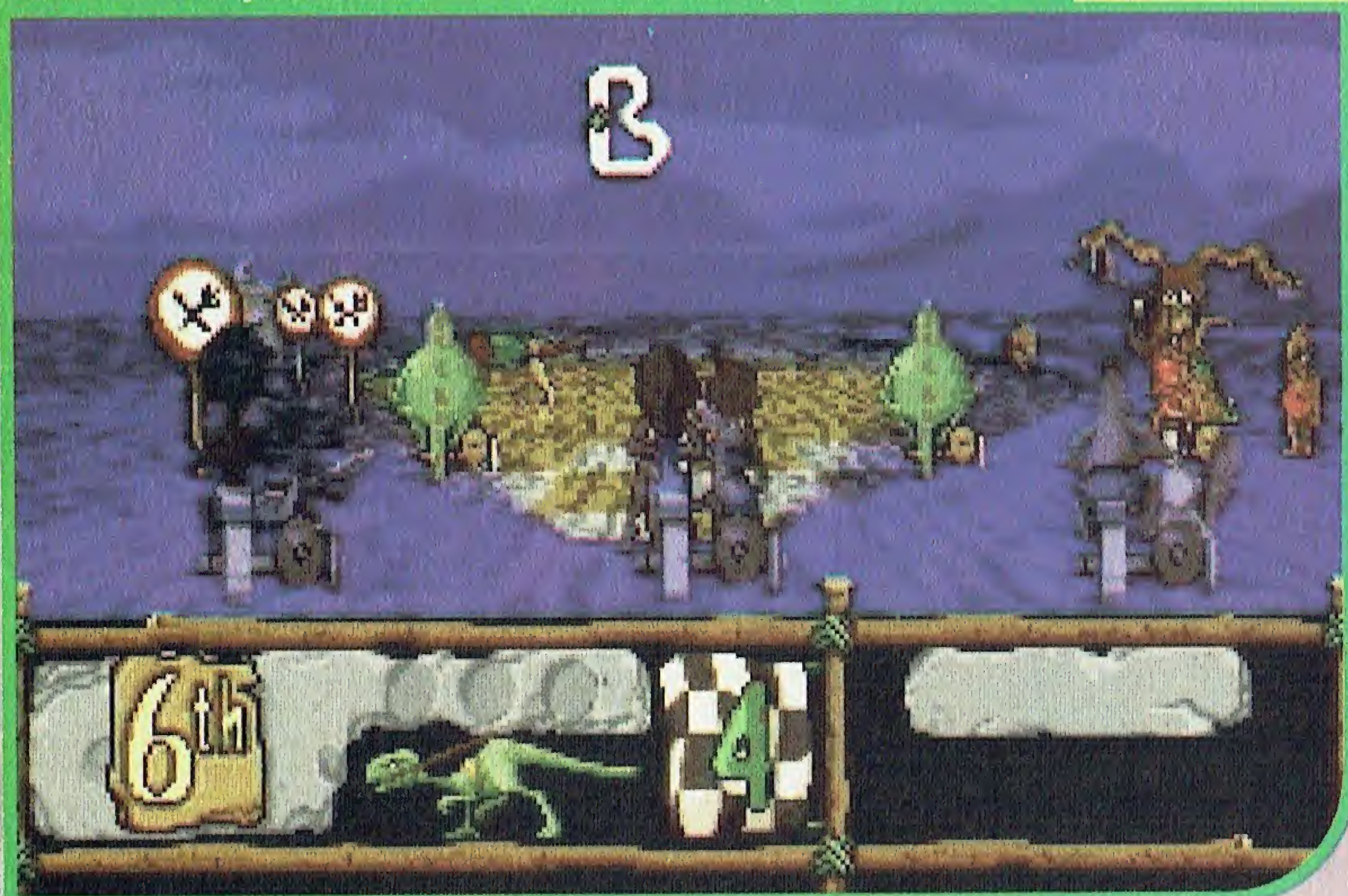
Release date Summer
Players 1/2
Characters 16
Difficulty Variable
JVC (0171) 240 3121

Final verdict

"(Yawn) More of the same. Think about this: *Eternal Champions* CD. Why bother with anything else, eh?" **Nick**

64 Percent

It's dark out, so headlights are the order of the day. I still can't understand why this level is in here. Answers on a postman to...



Stone age bike races are the stuff, of the stuff, of the stuff that weird dreams are made out of. Don't ask me. I don't know.



The strongman's chest is a real pain. Actually.

Zoom to your heart's content with as many different odd stoneagey blokes/women/monsters as you can think of in a relatively short space of time. AND THIS IS? Pah! This is *BC Racers*, and I speak truth.

The game pits a lots of these odd types against each other in a hatstand bike race (with sidecars) and the cart comes packed with so many different options that you'll find it very difficult to count them all with your hands tied behind your back. You can set the level difficulty by saying whether the other racers will be Rock Hard or Easy and

there are three different views for you to dabble with. All of 'em are behind the bike but the view just gets higher and higher. Know what I mean? That's it – it's as though the camera is on a crane.

One of the greatest and most laudable features that anyone called Simon can describe in a video game is racetrack atmosphere. And knock me down with a blahblahblah if this hasn't got atmospheric tracks.

The graphics are very smart, pulling off all kinds of Mode Seven looky likey-ness. These graphics also shift pretty quickly and hold their shape pretty close up, which gives you the feeling that some kind of cleverbloke has been at



I had a dream about a mountain much the same as this one. It had a sandcastle hovering above it. I walked all the way to the top. I DID!

work behind the scenes. This cleverbloke isn't just in charge of the game's looks though - he also deals with the processing power (or whatever it is) because even in split screen two player mode, the game doesn't even hint at slowing down. And it ought to, all that action coursing through its manly frame and everything.

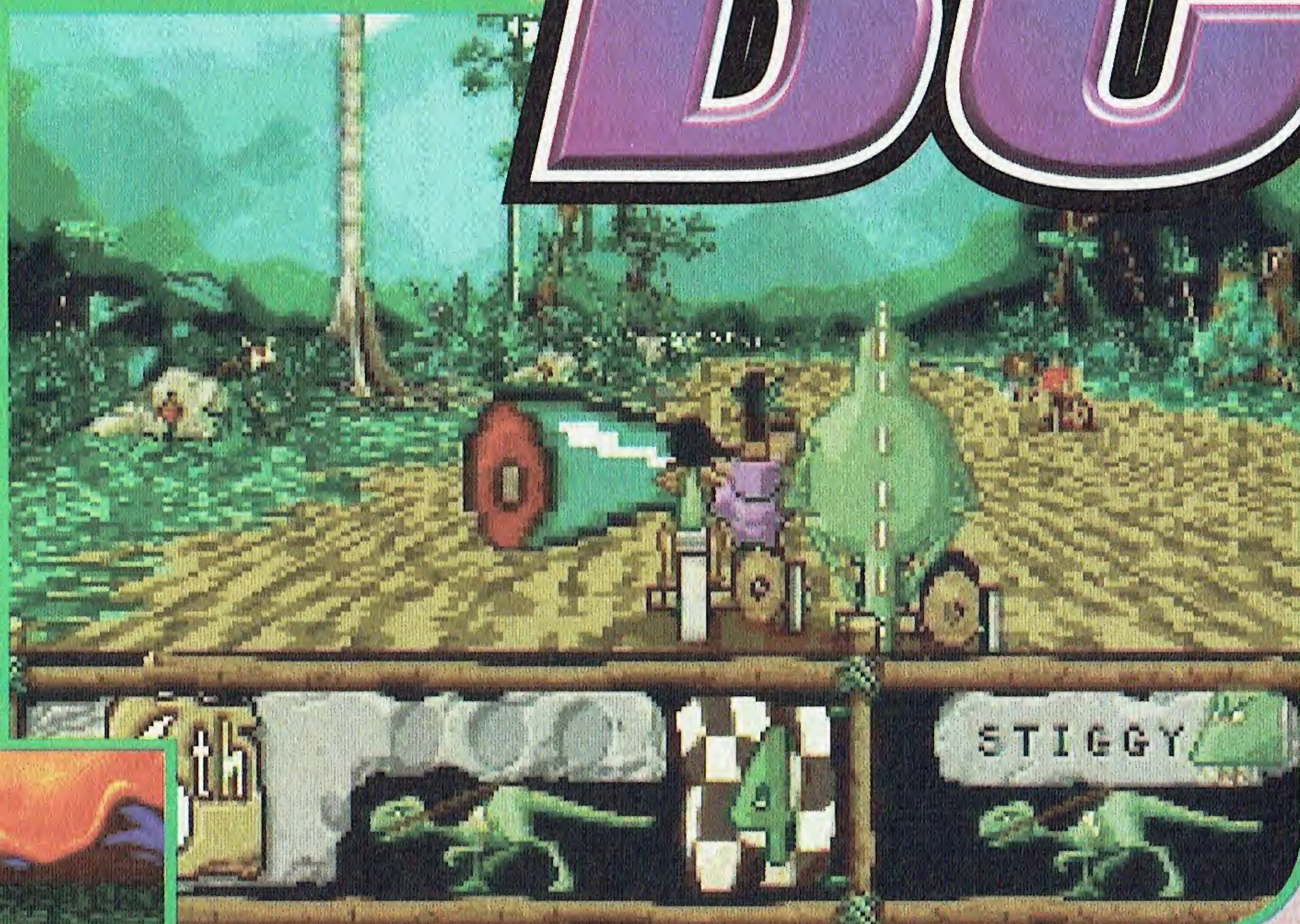
What cleverbloke has missed out on, however, is skill-gameplay, because

(and I'm mighty sorry to say this) this is where the game is lacking that extra summat. Controlling the bikes takes bags of practice and winning in any mode other than EASY is the stuff that dreams are made of. Also some of the tracks are plain BARMY. Yes.

The headlights track, for example, eschews the fact that cleverbloke is

BC

Eat the meat to keep your strength up otherwise your car will breal down. I don't see a connection really.



In the head to head mode you can manoeuvre your people into looking at each other. See?



There's SO much smoke and my bike's wrecked. I'll never move it.



The split screen mode doesn't slow you down. Oh no.

Knock people over and they get bigger and do 'funny' 'in your face' 'stuff'. I have no idea *why* though. Have YOU?



really good at graphics that look smart by highlighting whatever is in front of your dino-motor and nothing else (that's headlights for ya). Also, although there is a hand brake, it's still very, very tricky getting around them corners. Unless (get this) you're in mid air. Oh yes, leap off a bridge (or similar height-inducing mechanism) and you'll find that you can

steer in mid air. This *ain't* the way gravity works. Ivan Newtob told me so.

These latter factors are the things that let the game down but this is still a fast-moving racer that looks abso-bloody-lutely er, good. It's also a hoot in **SEGA POWER** two player.



At least this knocks the CD edition into a pot: a simultaneous two-player mode and extra tracks.



If you drive up to things they get bigger.



Oh, the bike's wrecked again and I wanted to write about sex.

Racers

● 32X ● £49.99 ● UK Release ● Core ●



When going around corners like this one, make sure to steer the bike 'around' the corner, staying on the road.

BC Racers

- ▲ It's fast
- ▲ It's fun
- ▲ It's (f)quirky
- ▼ It's tough
- ▼ It don't adhere to gravity, Ray

Graphics

9

Sound

6

Addiction

5

Lifespan

6

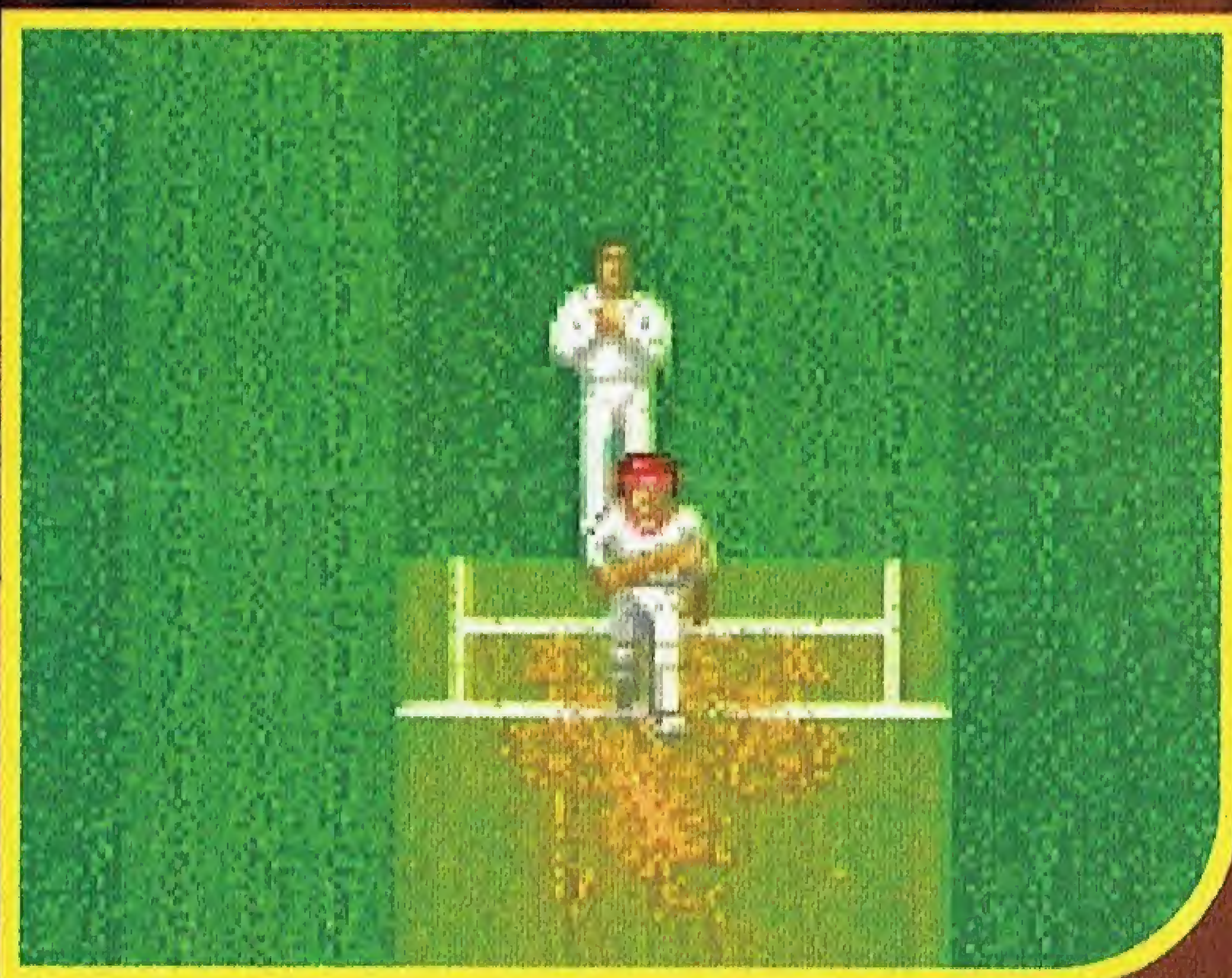
Power points

Release date May
Players 1-2
Tracks ... more than the CD one
Difficulty levels 3
Core (01332) 297797

Final verdict

"Oh yes, this tests the 32X to its cold extremities but falters on some basic gameplay points."
Simon K

82 Percent



Play cricket in, er, your pyjamas. Or some sort of adult jump suit...

The more traditional gentleman's kit. They're Persil white too. Ha. Ha.



An interesting camera angle. "Interesting" as in "from the side".

Brian Lara's Cricket

- Mega Drive • £44.99 •
- UK Release • Codemasters •



These outfits are just getting sillier and sillier. "Not in my day, blahblah..."



Statistics are for winners. R.G. Pollock in number six, eh?

Flick a coin to see who goes first. Very gentleman like, and all that.



Cricket.
That's the
one where you
have to strap
white things to
your legs and
use a bat, isn't
it? TELL ME!

The evil Dr Zog has collaborated with beings from the planet Kernache in his quest for world domination. How? By providing the beings with the exact coordinates of every nuclear power station on earth, in order that they may destroy these stations from outerspace and hence wipe out all known life. (What's GOING ON? - Simon.)

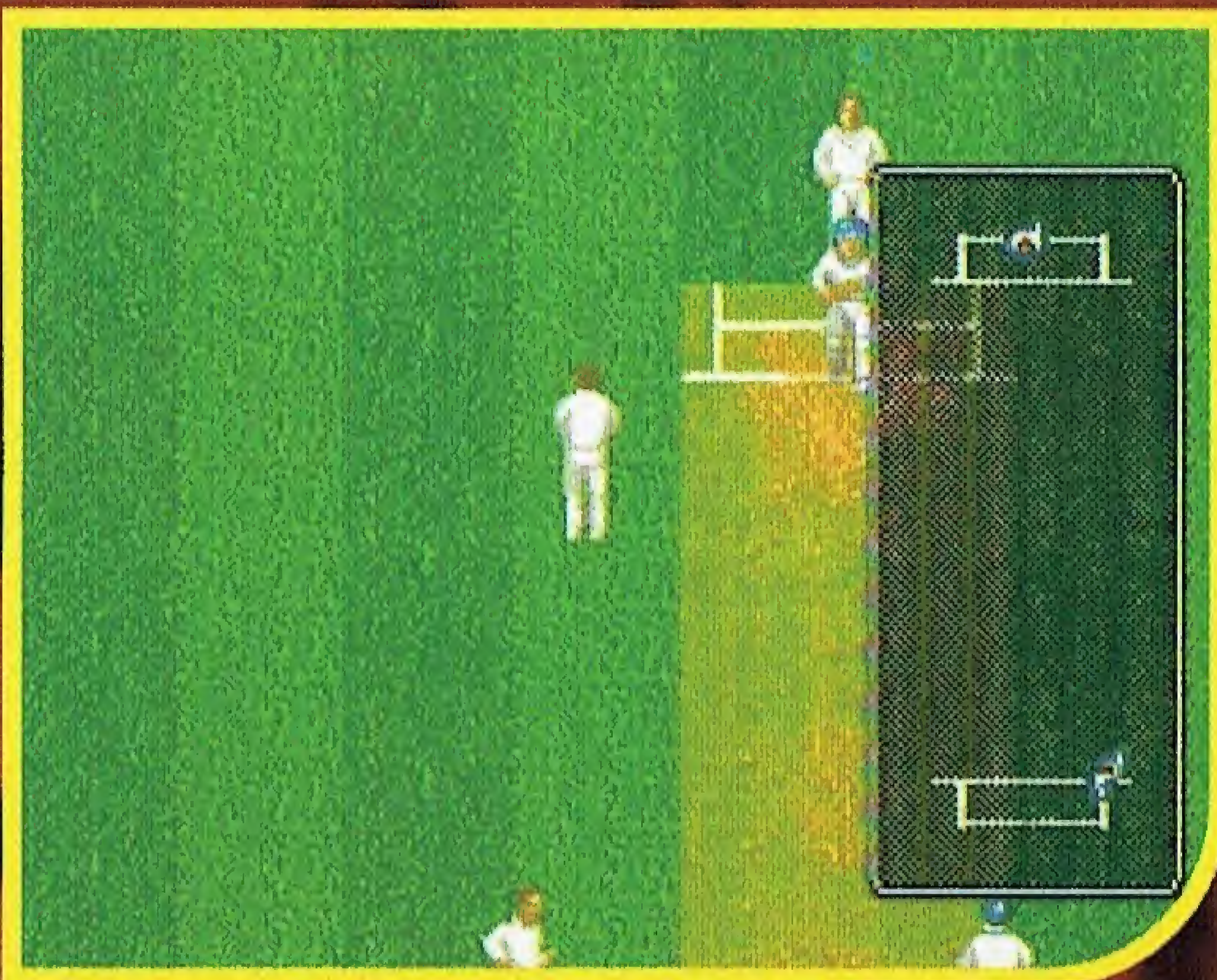
However, the leaders of the World have uncovered his plans, and have appointed YOU to single-handedly travel and destroy the beings' space station before this terrible monstrosity takes place. The future of life, the universe and everything is in YOUR hands. (What's GOING ON? - Simon.)

No, hang on. Cricket. (About bleedin' time - Simon). Or: How long a daisy chain can you make in one afternoon? By how many times longer will it take you to do yer pads up compared to how long you'll stay in bat? Can you field far enough out so you can sit down unnoticed and chat to your mates instead?

Brain Lara's Cricket asks and aims to answer none of these questions.

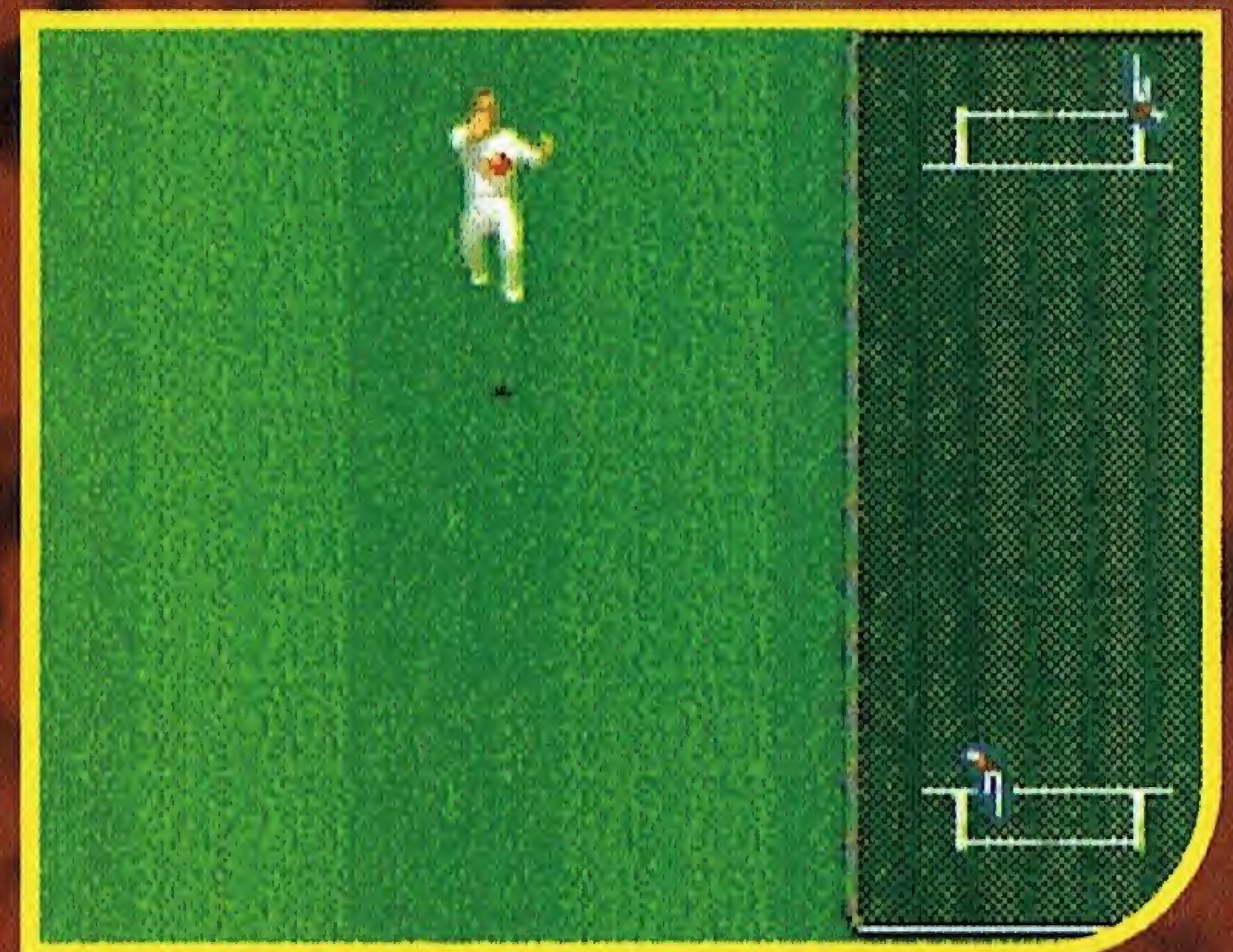


Er, I don't think that you are actually allowed to bowl that close, mate. Wait - hang on. (Swipe.) Jeez - thank God I had me box on, Owl, etc...



Fielding. You always end up picking daisies and watching buses instead.

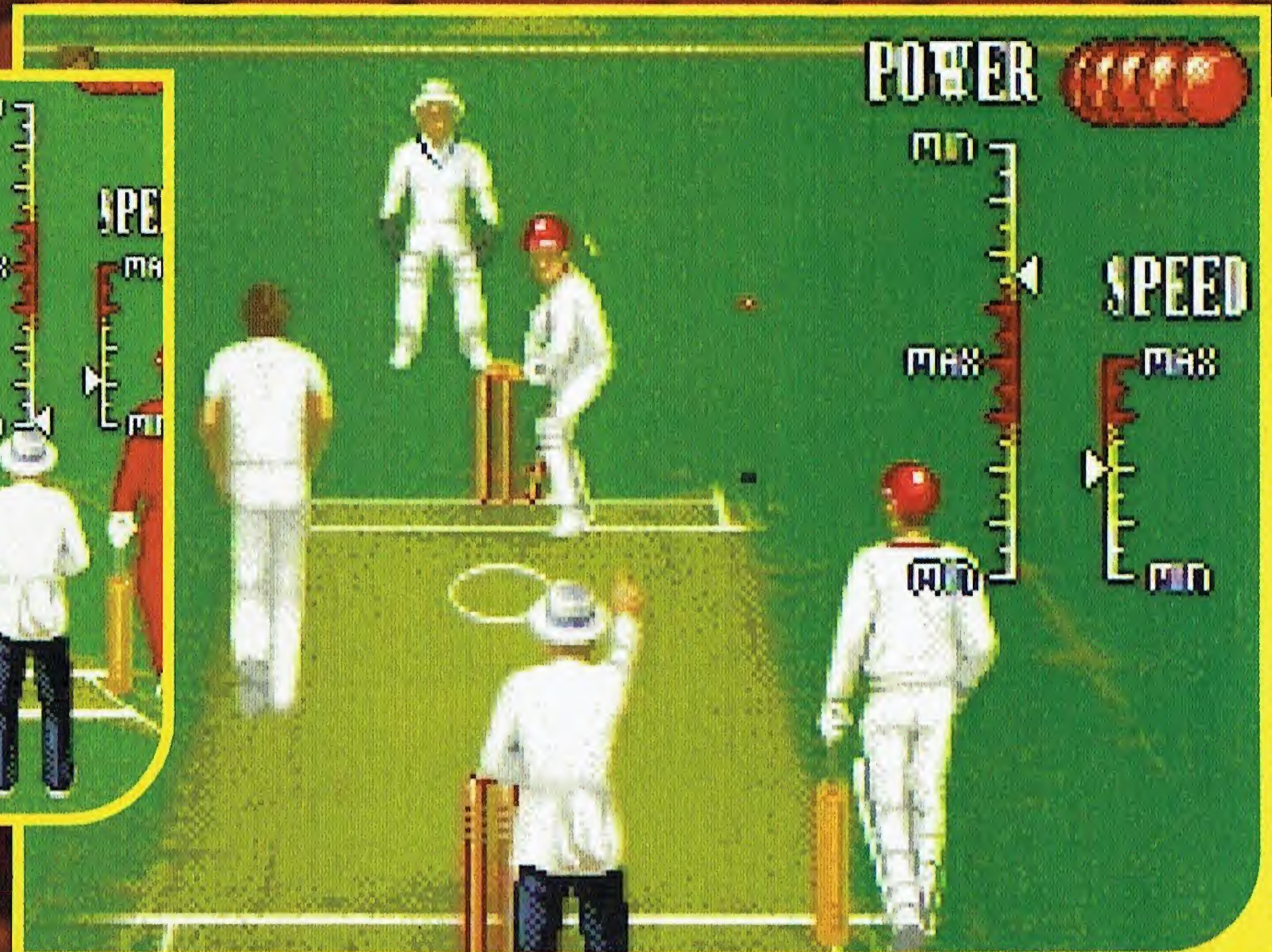
Hooooooooowwzaatttt? You haven't even bowled the ball yet.



Whoops. Butter fingers. Sorry - that perspective was putting me off.



Cricket. You want to superglue the bails to the stumps and use a baseball bat instead. It be much more fun that way.



Who the hell is Brian Lara anyway? The only cricketer I can think of is Bill Beaumont. He's terrifying, and plays rugby too apparently.

What it does instead is provide as solid a game of Test Match cricket on your Mega Drive as possible, with minimum fuss and maximum gameplay fun. OH YES IT DOES.

The pace of the game is pretty frantic - without stopping for any major thought you can easily bat or bowl four or five balls per minute, if not more. The control method is brow-moppingly easy to get to grips with too. So...

Batting is simply a case of pressing the appropriate joystick direction depending on what sort of stroke you want to play. Bowling has you specifying where and how fast you want the ball to bounce and then stopping a power (ie 'effectiveness') meter. And fielding is just running the appropriate man towards the ball, and pressing a

button to pass it back either to the bowler or wicket keeper.

The control method *does* seem a tad easy. Pah! When batting, you get to see where the ball's going to land a good few seconds before you have to hit it, giving you a little too much time to move your batsman into place and work out what shot you want. (If the ball's heading for the wickets, then obviously

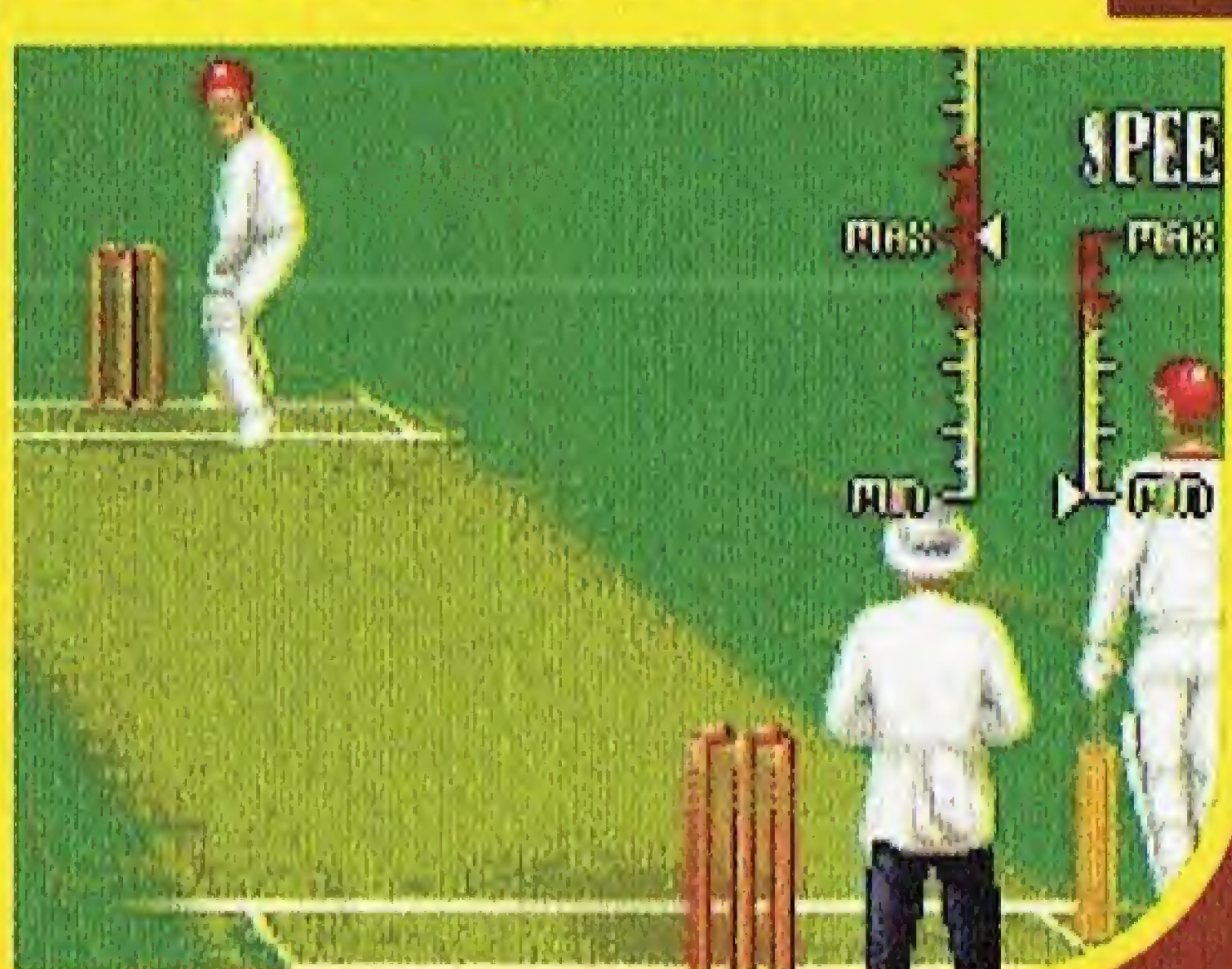
you want to play a defensive shot, and if it's miles off then you can swing back to lob it for six.) Game-o-mation!

But then niggles apart, *Brian Lara* does play a mean game of cricket. A little more strategy and depth of play would have been a bonus, but if Mr. Brian is happy with it, then so should you be. **SEGA POWER**



Come to think of it, French cricket is a whole load more fun. You know, that one where everyone tries to hit your legs with the ball. Um..um...um...

And after all that wait you're always out for a golden duck...



Brian Lara's Cricket

- ▲ Suitably Lord-esque graphics
- ▲ Very easy to start playing
- ▲ Sensible control method
- ▼ Not enough depth
- ▼ May get boring

Graphics

7

Sound

4

Addiction

6

Lifespan

6

Power points

Release date May
Players 1-4
Teams loads
Difficulty Medium
Codemasters ... (0926) 814132

Final verdict

"Play cricket on your Mega Drive, with a slight risk of getting bored, or go play real cricket, and get even more bored..." Rich

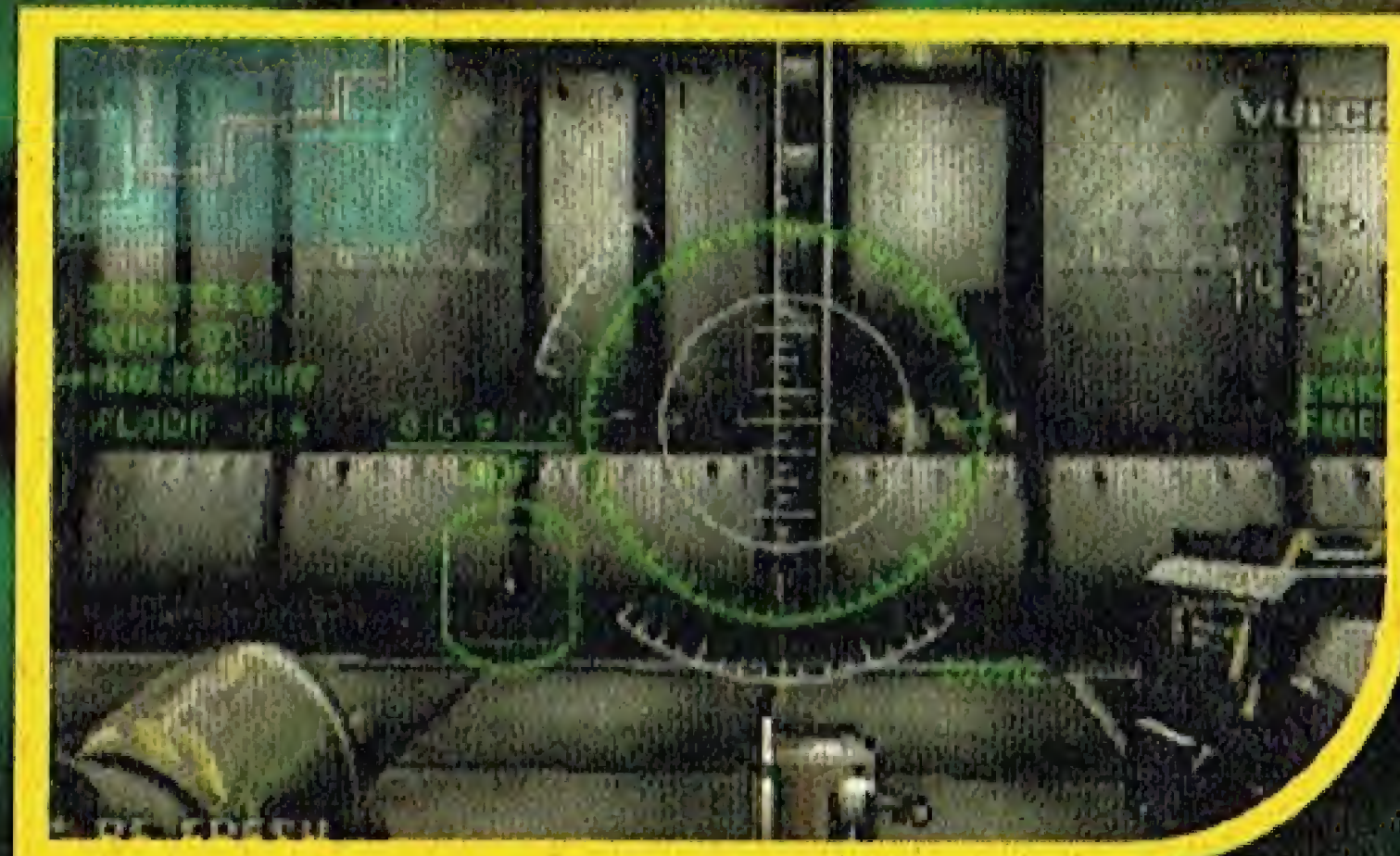
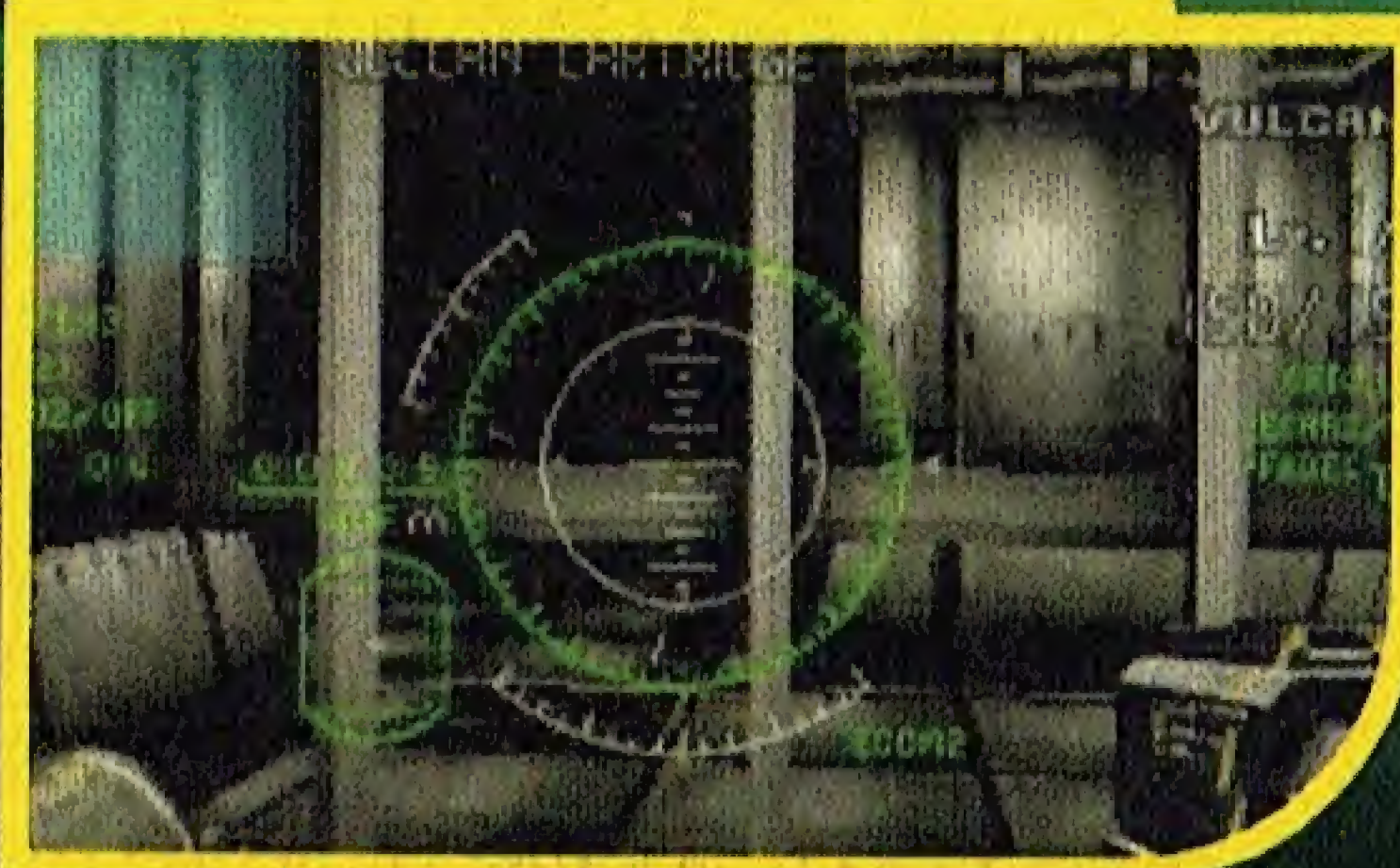
78 Percent

Deadalus

Hey, the Saturn's here and will the first Doom-esque game live up to the original in gameplay and excitement? Deadalus... Donkey's privates, more, um, like...

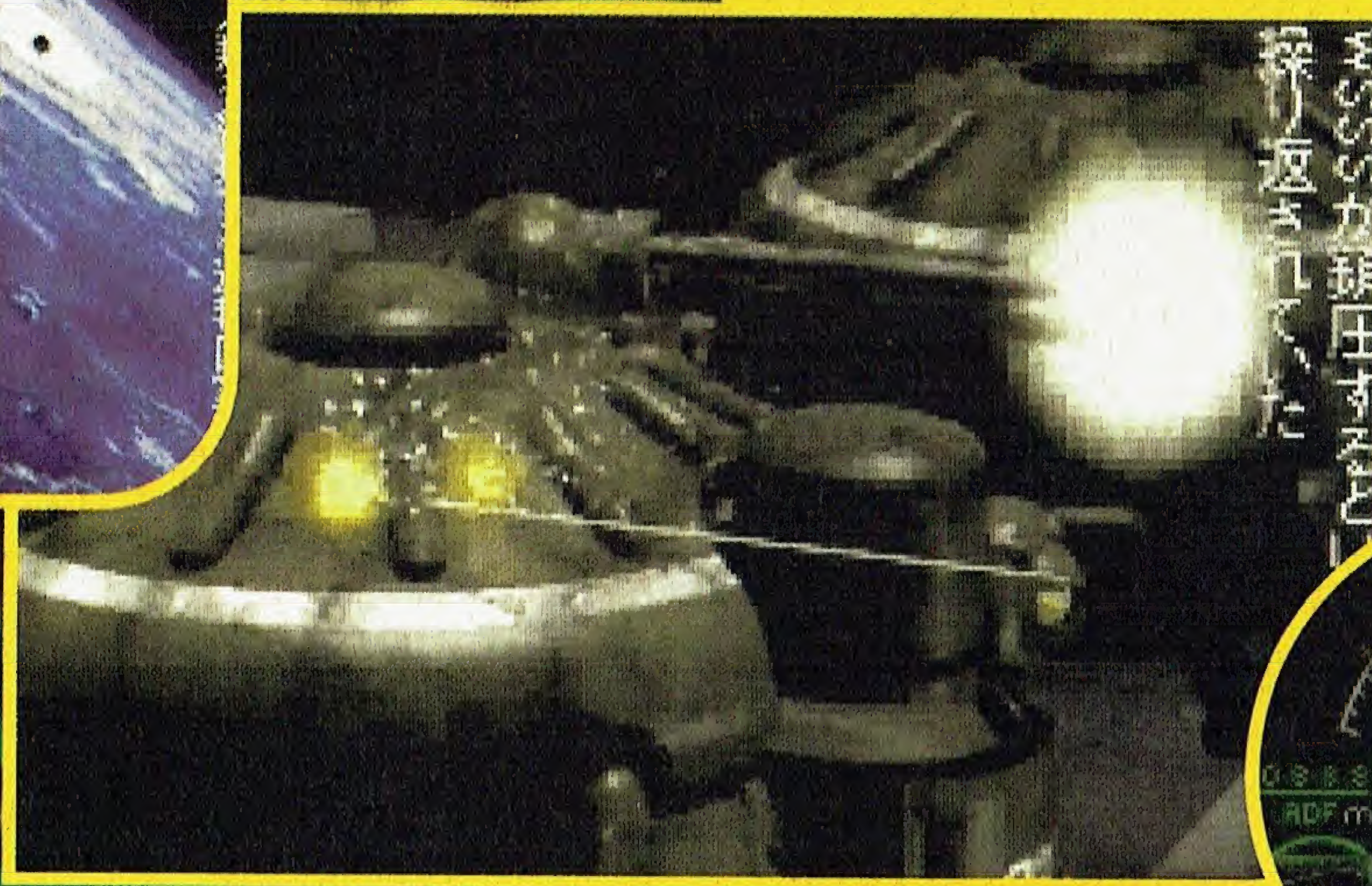
- Saturn • fVaries •
- Jap Import • Sega •

This be a radar, this be. YEESS.



See a similarity? Thought so.

This is from the intro, and it's in Japanese - hence the lovely line of text on the right side of this pic. Helpful, aren't we?



My car's engine has a bit in it like this. Don't know what it does, but it's there.

Doom, bless its blood-caked little feet, has a lot to answer for. Unoriginality is a terrible thing, and as soon as one game makes any sort of proud, brash leap onto a system, you can bet your granny's hair that a replica version will appear on everything from the Master System upwards - there's even been a version scuttling about on the Atari ST for Bob's sake.

Along comes the grey (soon to be black) box that we all know and love as the Sega Saturn, and whaddaya know? Here's a *Doom* clone by the name of... Oh, in the name of all that's held sacred, why do I bother? WHY? Because you want to know, I suppose,

and because I was under the vague belief that *Deadalus* might actually contain something of interest. It's rubbish. Utter poo. It's almost the shrivelled clag-nuts of a younger relative's spoiled underwear. I'm tired. I want to go home.

WHERE IS IT? Where's the constant flow of wonderful software that we all got *sooo excited* about when we heard about the Saturn's release.

Okay, okay. Andy under-valued *Panza* (we're all entitled to our own opinion, only his

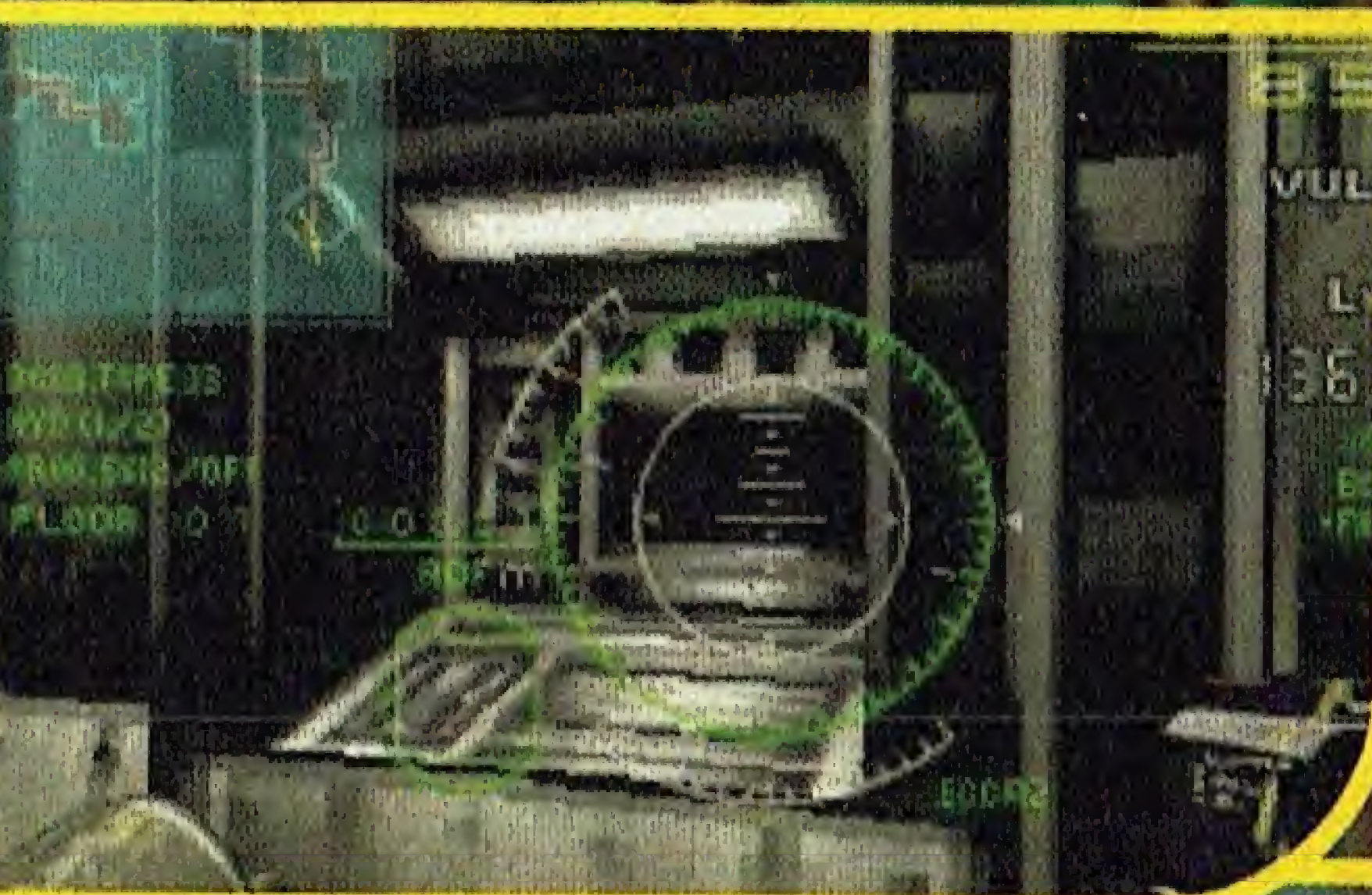
seems a bit wonky. YES, we'll be re-reviewing it when it's officially released yes?), *Daytona*'s okay, 'n' all, but it's just not good enough.

The Saturn is capable of wonderful things. Pictures to make your parents weep, sound to make small children listen in awe and games to make chickens laugh. IT'S TRUE. AS IS EVERYTHING I'VE EVER WRITTEN.

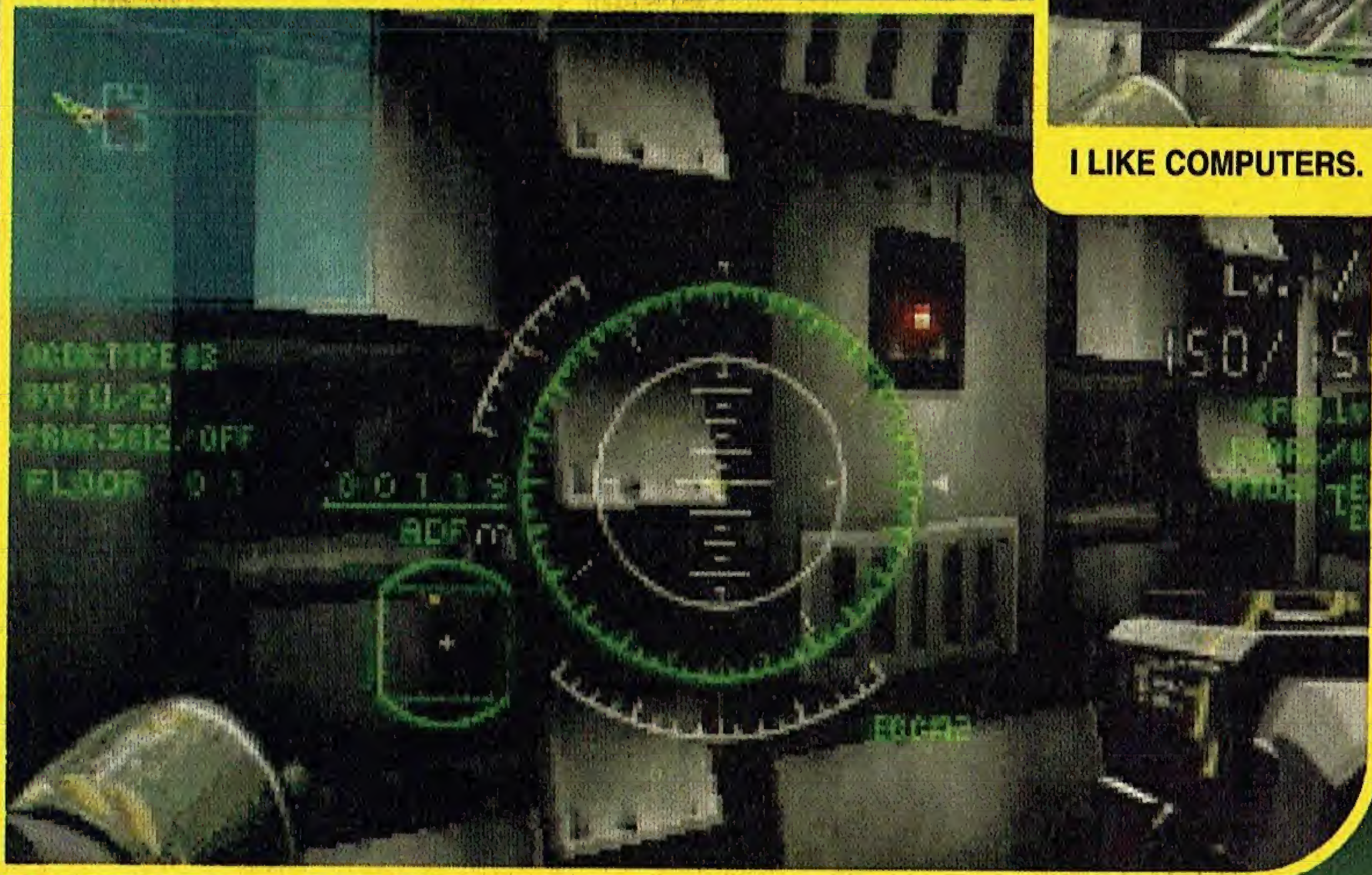
Deadalus suffers from many illnesses. They are as follows. Firstly, all the levels look the same. There's none of that wobbling up and down stairs, huge hangers, lifts and the like from the lovely *Doom*. No chance - the best the Saturn can offer is an endless procession of dark rooms and corridors.

The enemies are straight from the teasmid school of monsters. Large, weak and rubbish... one and all. They hover around for a bit and wait for you to shoot them. NO big screaming monsters, oozing with blood and carrying enough weaponry to make you weep. NO NO NO. These robots are cur-rap. Oh dear.

Top doors of the world, number 37: the end-of-level-three door in *Deadalus*. Yes?



I LIKE COMPUTERS.

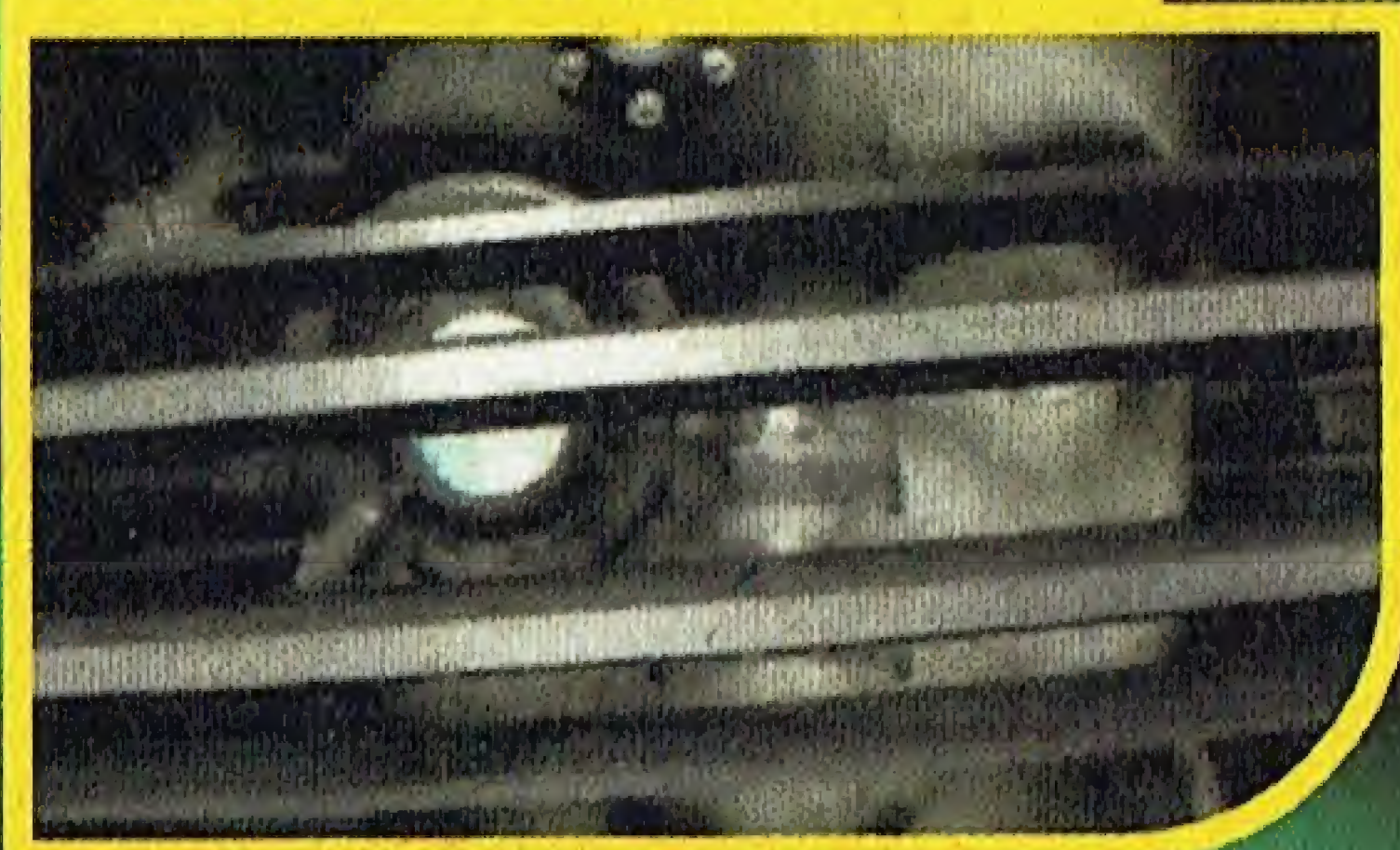


Some. walls. are. straight... some. walls. aren't. this. is. one. that. isn't. Covered in the choicest knobby things. (Medical help - Simon.)



Deadalus

Dunno what that is...



Anything else? Yes, there is. On a 32-Bit machine everything should move smoothly and nice and that. TRUE? WRROOOONNGGGG.

Everything moves like a drugged-up chimp. It's smooth and fast and nice and that in corridors. Get in a room? Instant jerkiness. Not jerkiness in the way your grandparents move, but certainly enough to be noticeable.

I'm waiting for someone to inform me that the later levels are full of *Doom* things (yer blood, yer monsters, yer EXCITEMENT DAMMIT!) and this review is totally wrong. If that is the case, expect a full, 'proper' review when the game's officially released. But I fear that won't happen and everything I've written will be sealed in blood for all time. Deep.

SEGA POWER

I want to go and do something more interesting... like die.



WOOAHH. Scary monster. Watch it terrorise me. WATCH.

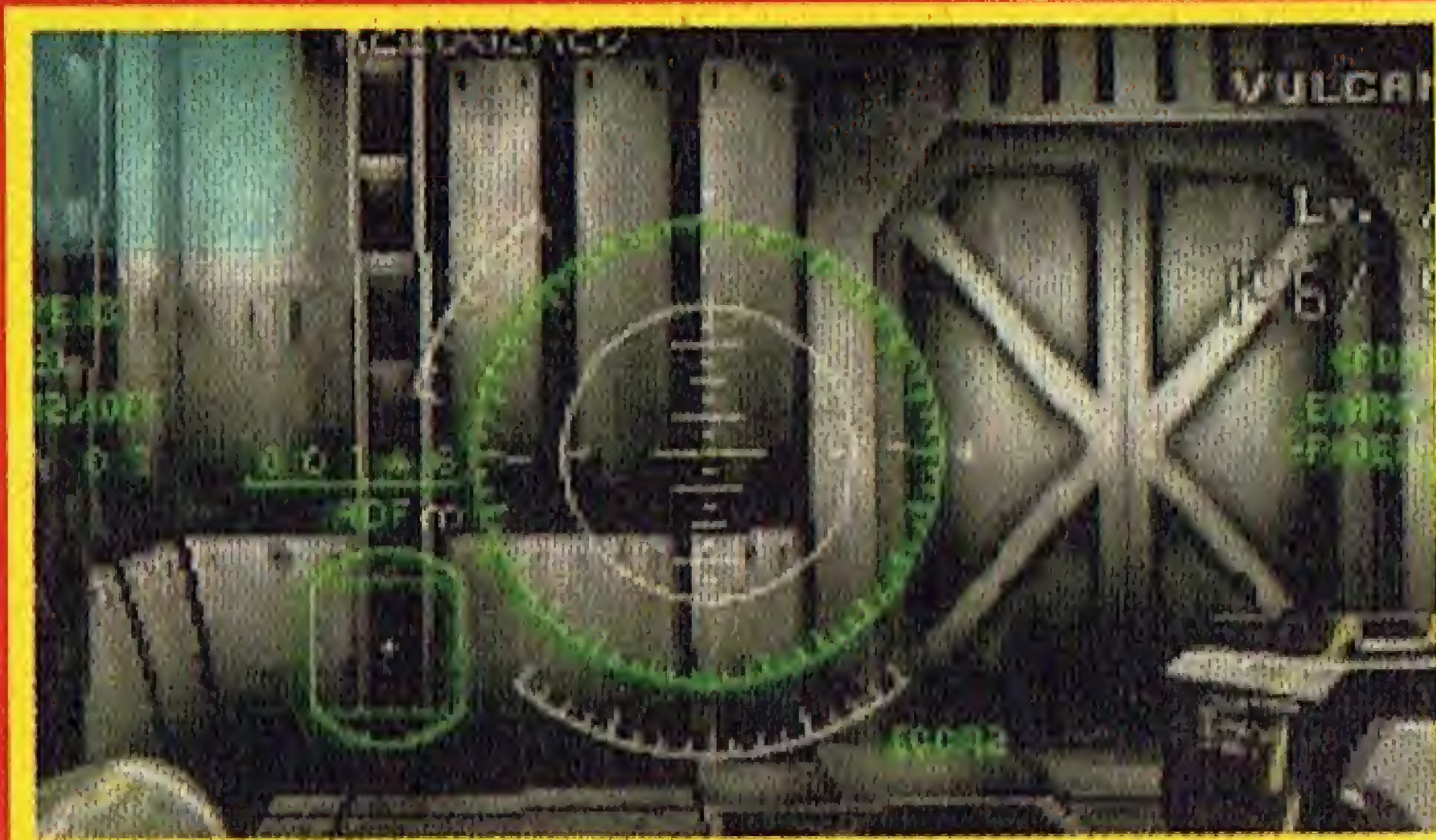


It's a water-vending machine. It's supposed to be scary. STUPID.



LOOK MUM... NO BRAIN!

Levels should be as varied and different as mum's shopping list, but if roaming around an enormous, dull, booring corridors and rooms is your 'thang', *Deadalus* is the game for you...



This is a shot from level one. Niceniceeniceenice.

...aaand this is from level two. IT'S THE SAME.



This is big text for a big caption box. Easier to fill, see.

Deadalus

- ▲ It's a bit like *Doom*
- ▲ Nice(ish) level graphics
- ▼ VERY repetitive
- ▼ Boring monsters
- ▼ Jerky, boys.

Graphics

7

Sound

7

Addiction

5

Lifespan

5

Power points

Release date Out now
Players 1
Levels Too many
Difficulty Medium
Sega (0171) 373 3000

Final verdict

"Waiting for a *Doom* clone on your Saturn? Tough monkeys, 'cos this ain't it." Dean

63 Percent

Lots of words, circular bits, crappy monsters and maps. Doesn't make much sense. Listen... DOOM VERY GOOD. THIS NOT. REMEMBER.

Digital Pictures



Too real to imagine

100% Full Motion Instantly Interactive Video Gaming
lets you...

Slam it with Scottie...
Become the Supreme Warrior...
Be the ultimate Corpse Killer
and
Escape the dangers of Night Trap.

**When Movie-makers make games,
everything else is just cartoons**

MEGADRIIVE
32X



Corpse Killer



Night Trap



Supreme Warrior



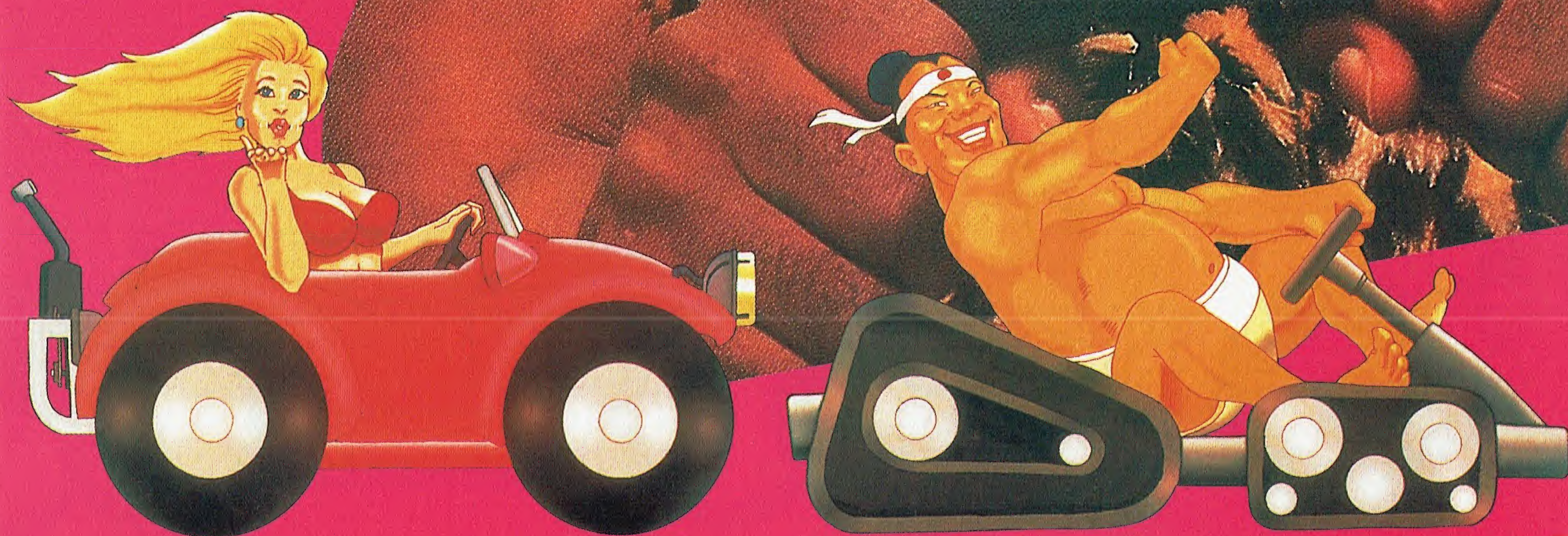
Slam City



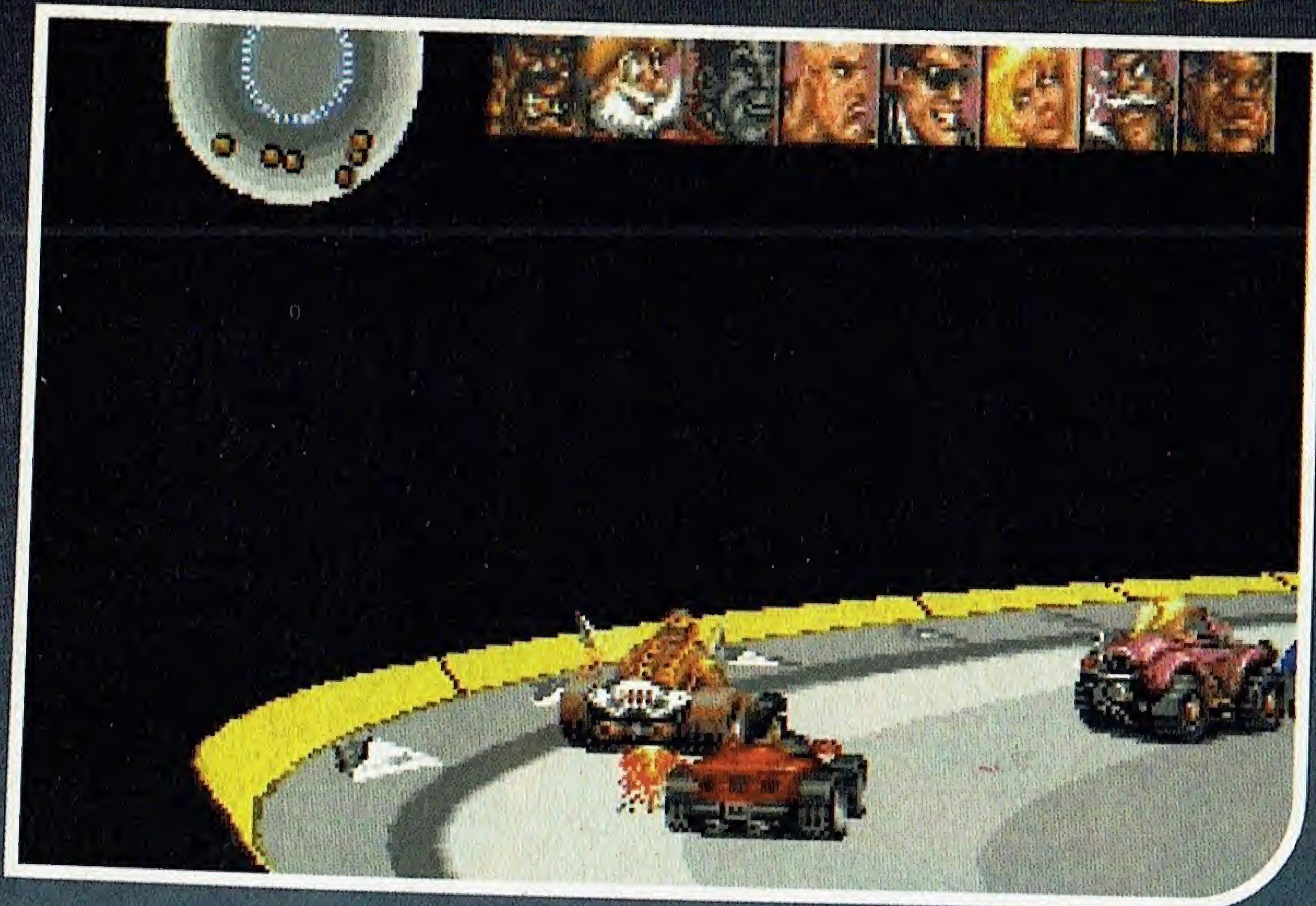
STREET RACER

***Pull-Out
Player's
Guide***

(PART 2)



Rumble Mode



Different Rumble Modes

EASY:

The arena is completely surrounded by barriers. These crumble slowly on contact, making for a more forgiving game. You know, for kids...

HARD:



There are no barriers. The computer cars react faster to punches and special weapons, so it's (surprise) a damn sight harder to nudge yer opponents out.



Easy mode:

For experienced players, it's best to get rid of as many barriers as possible by continually jumping on them. Watch out though - you may accidentally fall



Hard mode:

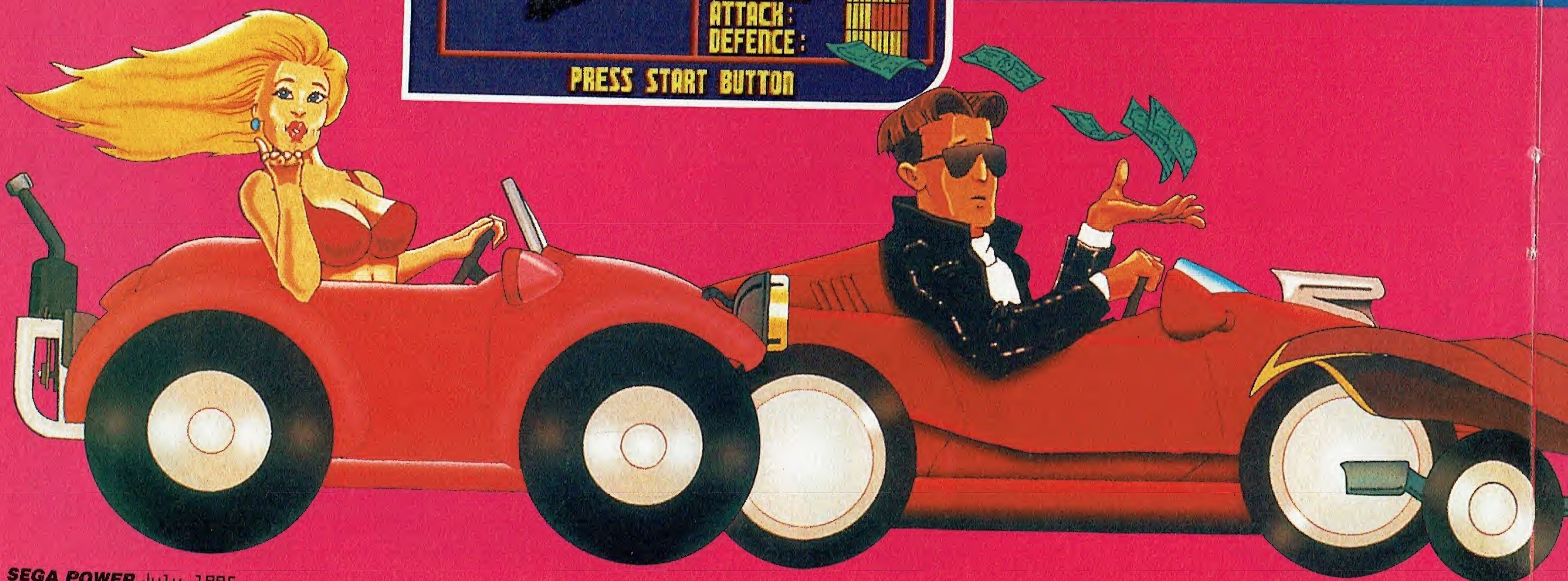
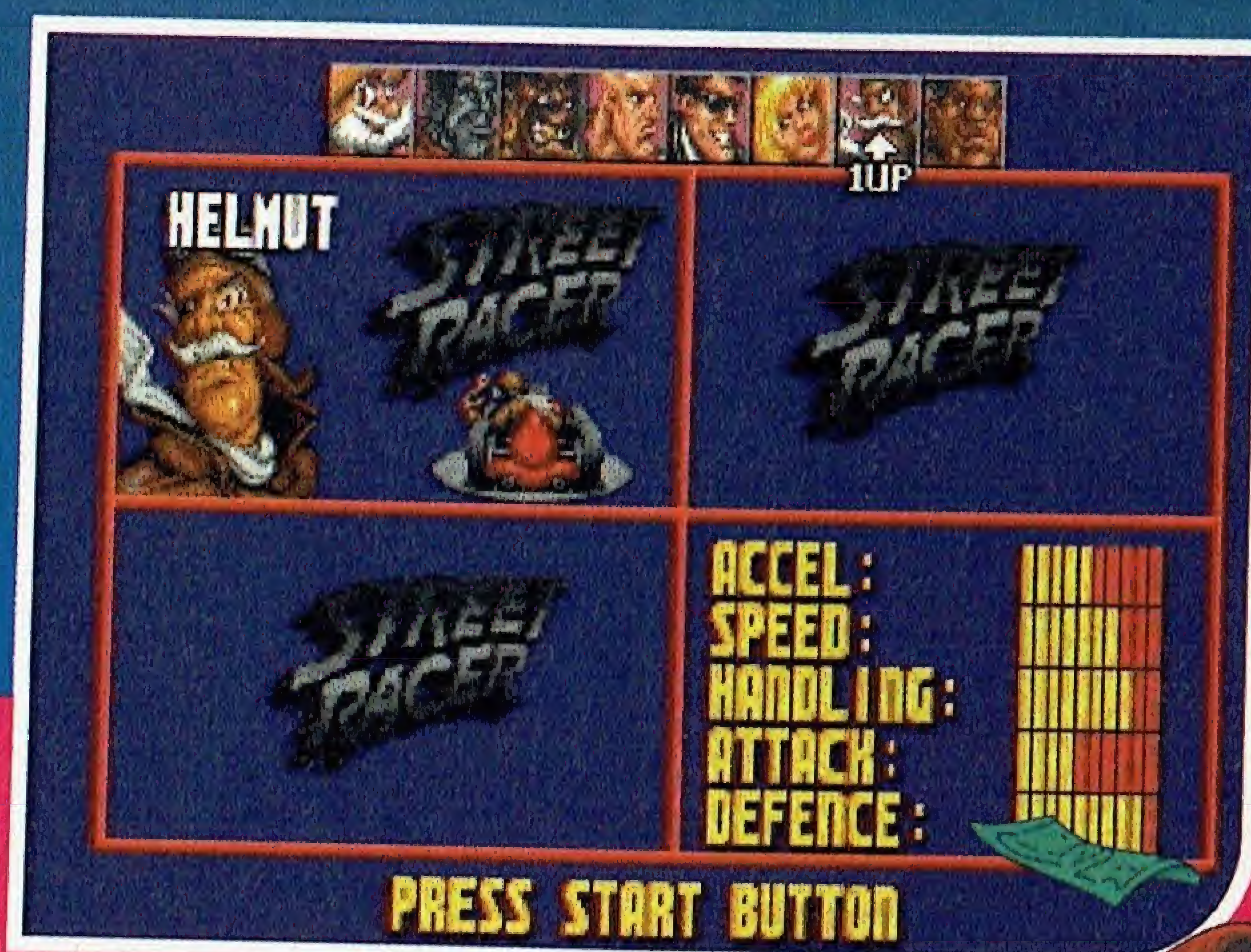
In this mode the opponents are much smarter. They react quicker to your attacks, spend less time near the edge and retaliate faster. Watch out for packs of cars and, if possible, break them up a bit before storming in with a good side

attack (if you have the correct weapon, a good front attack such as a charge or Sumo Splash works wonders). Those with grapples might want to extract one member of the pack for some special treatment. 'AVE 'IM!!!

Above all, don't go wading in like John Wayne (*he's dead, isn't he?* - Dean), you're only courting disaster. If you storm in, you'll probably do one or two punches (which will be useless anyway) and then get yourself punched up by two or three cars in a row, lose control and spin out of the arena.

No, the far better method is to choose your target, manoeuvre or nudge them towards the edge and then go in blazing during a quiet spot on the arena. Keep punching and nudging them and in the final moment do a special weapon attack thing. You are now a winner! Probably. Hopefully.

through an empty spot. For beginners, you'll just want to practice cruising and lining up with your opponents and giving them the odd jab or two. You can also practice nudging them out before you punch them. A good punch will temporally stun the opponent and they won't be able to retaliate. Watch your speed at this point, as they'll begin to slow down once you've punched 'em.





Match Bearings and Shoot!

This is the basic tactic of Rumble, where you must line your car up on the right-hand side of your target. This involves good speed control, because, ideally, you want to be near the edge. The thing is, though, you move much faster on the edge so you must control your speed - particularly once you've 'done' your first punch.

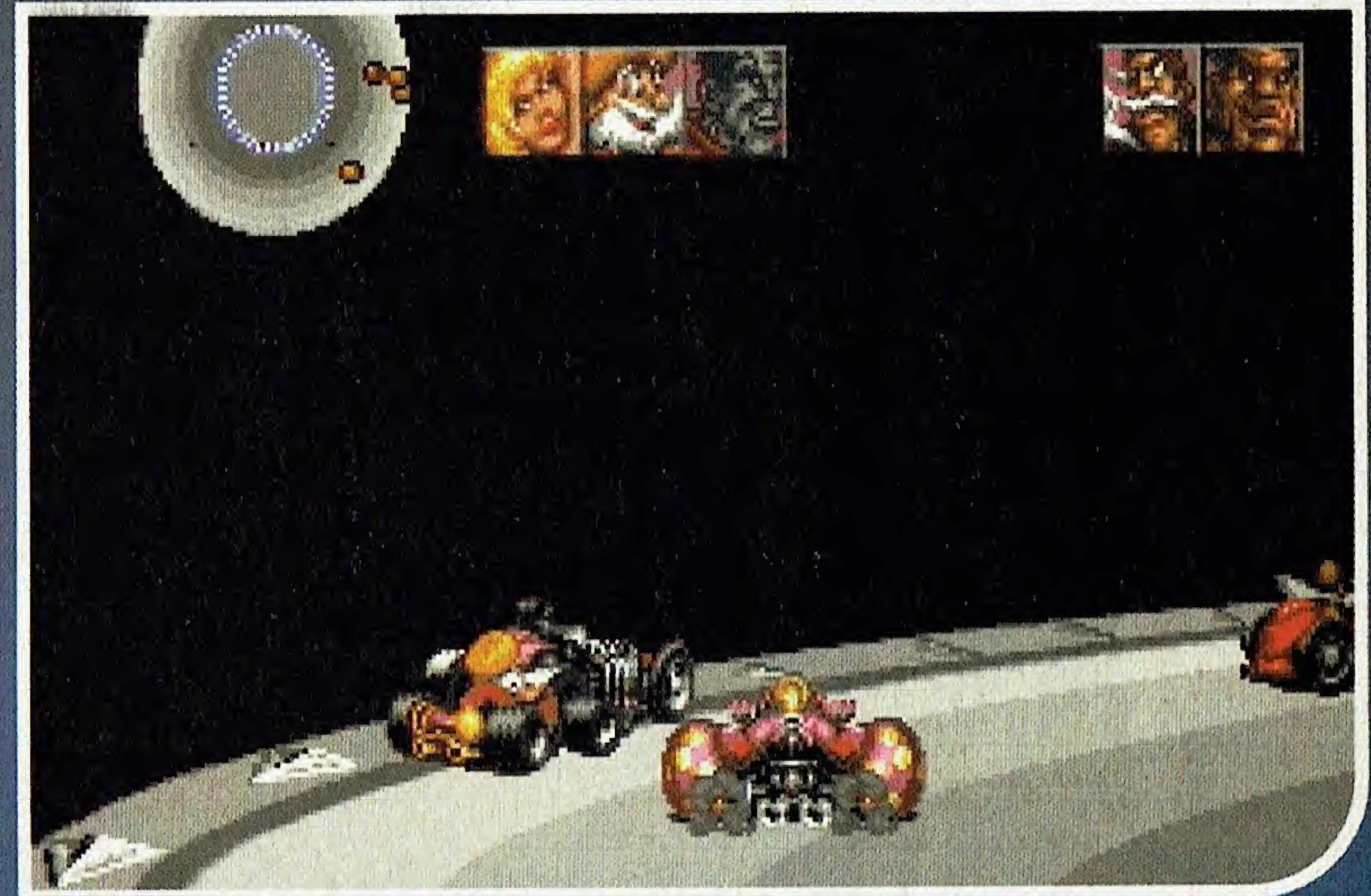
Double-bounce-punch-punch-weapon (yes?)

The tactic here is to bounce your opponent by punching them onto the central reservation, then follow them out (by bouncing yourself). Once on the outside, close in and give them a few judicious punches, followed by a decent side attack. If done perfectly, you WILL succeed. Ace!

FINAL BIT

Things to remember:

- 1) It's only a game
- 2) Eggs are fun, eggs are good, fill your pants with chunks of wood.
- 3) Sunshine is nice.
- 4) The eternal question isn't... 'What's best, Mortal Kombat 2 or Streetfighter 2?' But you know that.
- 5) Remember... HAVE FUN!!!



FINISHING TIMES

POS	DRIVER	TIME
1 ST	SUMO SAN	04:17:73
2 ND	FRANK	04:17:69
3 RD	HODJA	04:17:68
4 TH	SURF SISTER	04:16:64
5 TH	HELMUT	02:41:18
6 TH	RAPH	00:51:90
7 TH	BIFF	00:43:50
8 TH	SUZULU	00:35:82



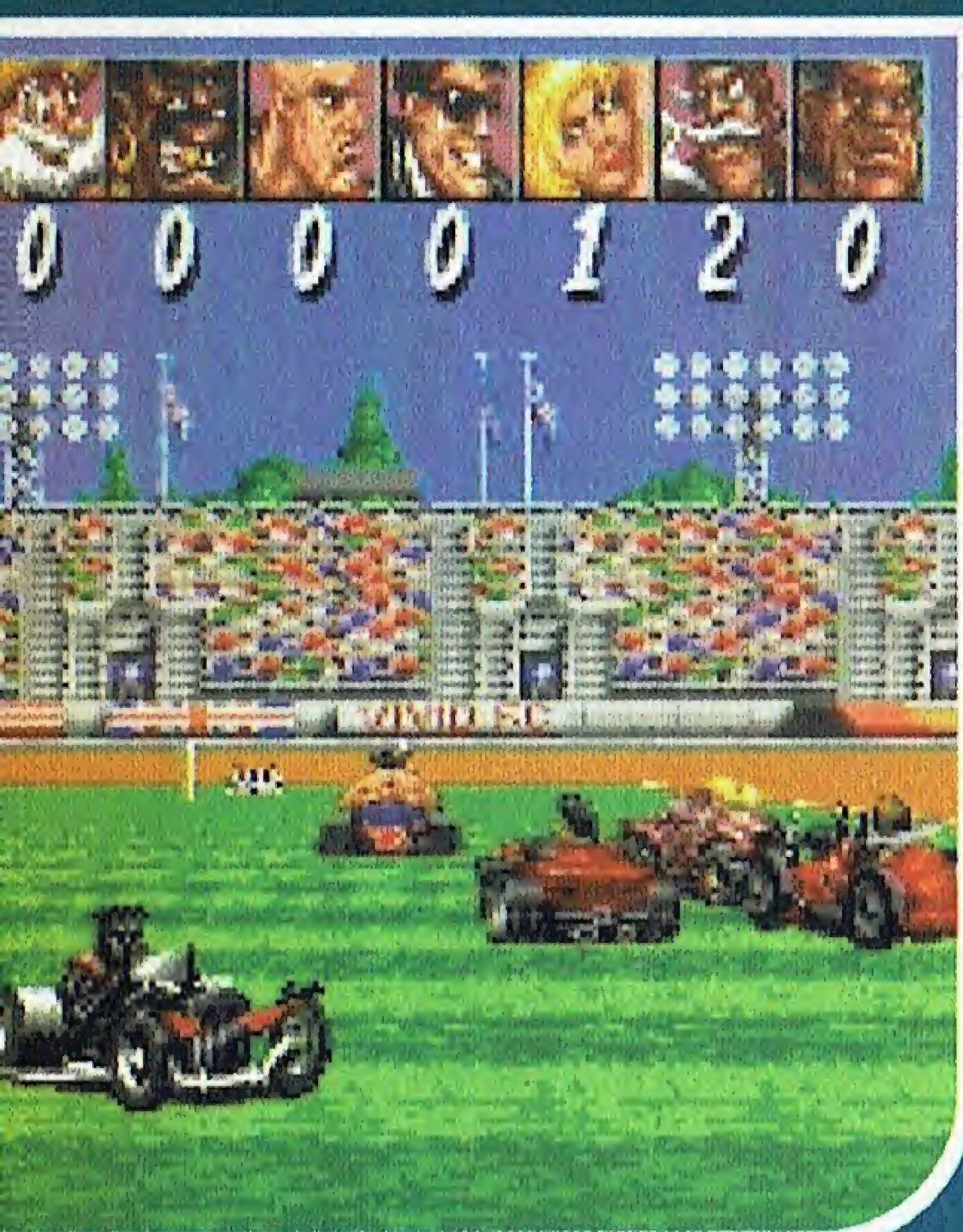
SOCCER MODE



The Pitches

Outdoor:

Mown real grass pitch. The ball bounces at a medium height and speed.



Indoor:

Converted basketball court. Harder because the ball bounces higher and moves faster.



Ice:

Converted ice hockey arena. This is the hardest because the ball bounces higher, moves faster and the cars skid much more and slide to a halt.

Shooting:

You can shoot in different ways. Shoot

straight and level (no lobbing) when you're right in front of the goal with no other cars in the way. This guarantees the rebound if the keeper saves. Lob (by pushing up and releasing the ball) when there are other cars between you and the goal. Bend by using the left and right just after you shoot the ball (the longer you hold them down, the more bend you'll apply).



Power:

The longer you hold the C button down, the more powerful a shot you'll 'do'. So rather than do the most powerful shot possible all the time, you should try to gauge the power according to how far away you are. This way, if you miss or it rebounds off of the goalie, you can still get it on your way in. Like basketball, you're guaranteed the rebound if you use the power correctly.

However, if you're really cocky, you can always try the ultra-powerful shot in the hope that if the goalie saves, it'll rebound off the back wall and effectively give you a second shot at goal. Ace!



Manoeuvring and tackling:

Once you've got the ball you can reduce the likelihood of a successful tackle against you by jumping as you move about - this is the equivalent to dribbling. Since you slow down with the ball, other cars will close in quickly. So gauge your position, move accordingly and shoot. You can also pass the ball a small distance ahead of you and pick it up again. This will counteract the loss of speed when you have the ball.

Getting the ball:



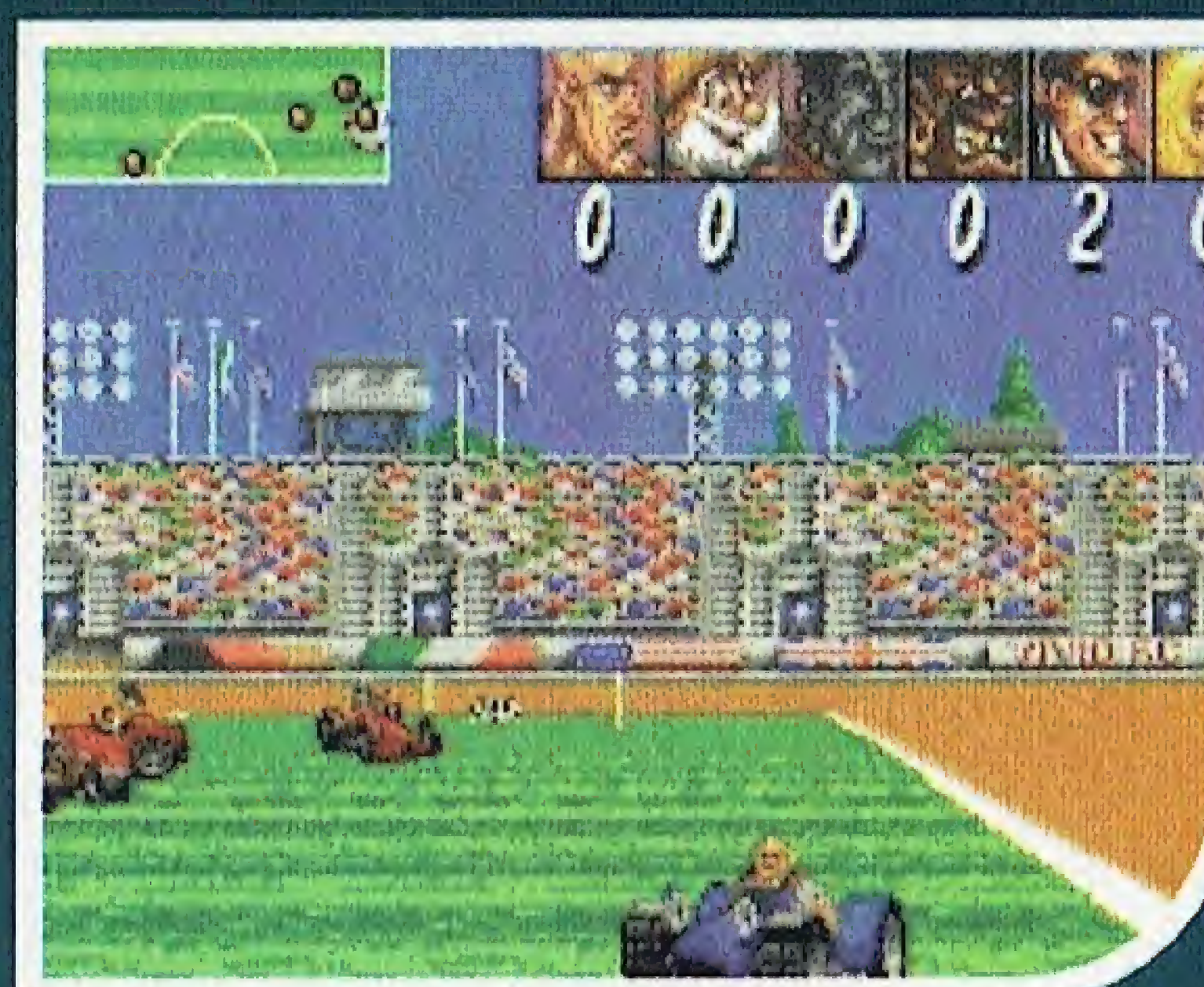
To get the ball off other cars you can either punch them (a successful punch gives you the ball), ram them (if done hard enough you'll dislodge the ball which you can then pickup) or use a special move to force the ball from the thieving mits of them there opponents. To state the bleedin' obvious, you have to be pretty close to 'em to pull it off.



Brakes:

Use your brakes to come to a quick halt with the ball. This causes other cars to overshoot and forces them to spend time turning around to face you. Use your brakes while turning gives you a much tighter turning circle. Use a small pass to place the ball a small distance in front of you. This allows you to move faster with the ball - obviously there's no point in doing this if there are cars in front of you.

Pre-emptive striking. UH?



When playing against another human opponent, a useful tactic is to do a 'pre-emptive strike' using your special weapon just before you get the ball. If successful, this will prevent him/her from performing a special move attack when you have the ball for at least a few seconds - more than enough to score. Be careful, though, he may just be out of range. Just make sure he ain't, and - remember - keep jumping!





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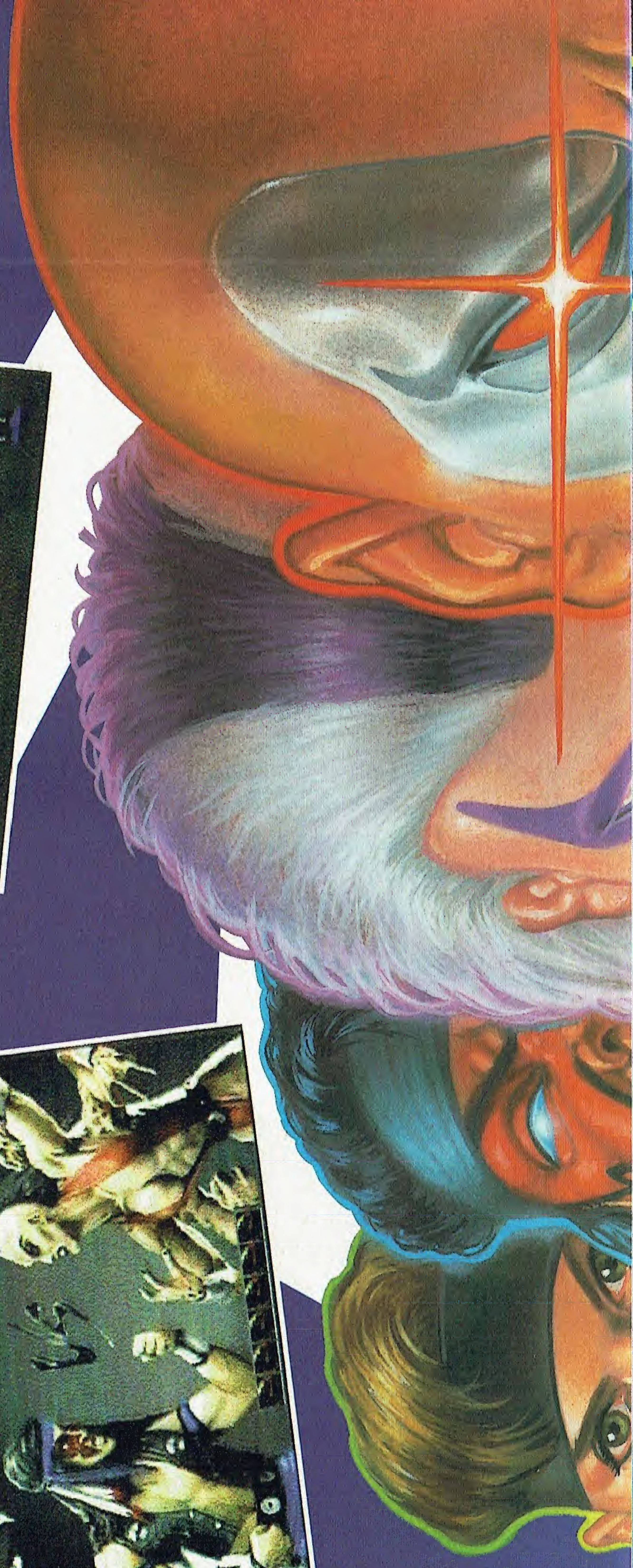
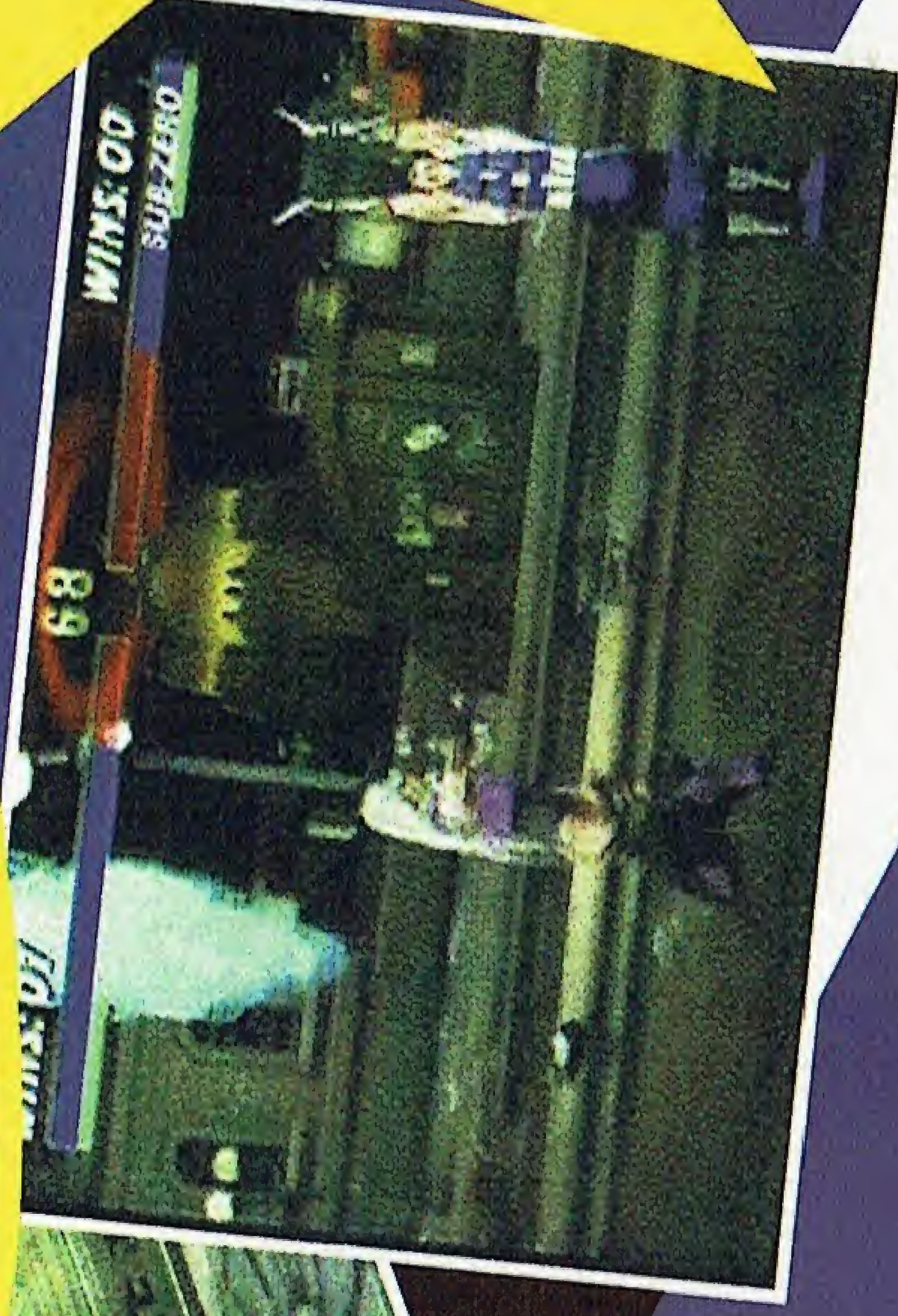
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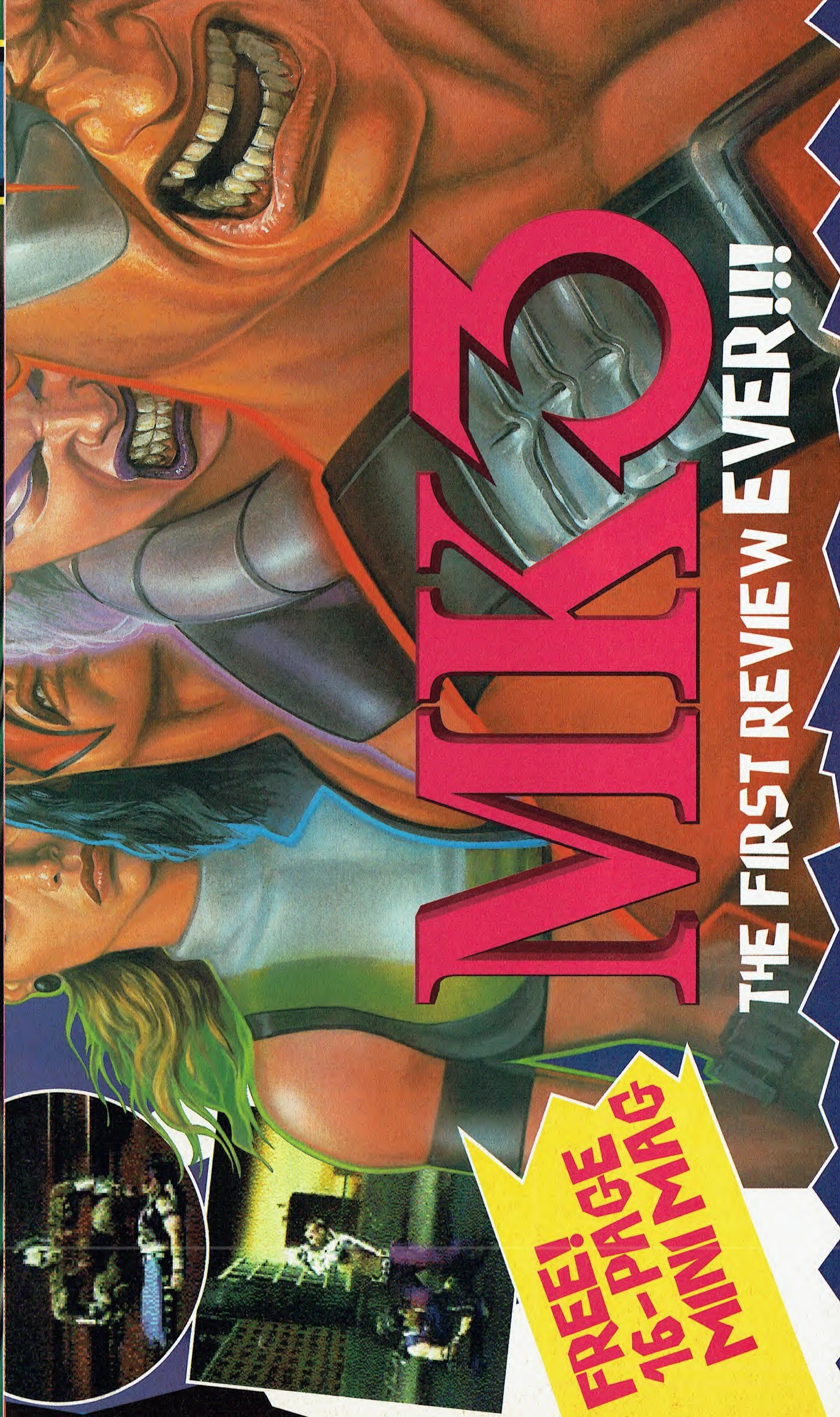
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ONE MAN AND HIS DOG

Most unusually, one of the characters, Galford, has a dog with him. Not so much in the One Man and His Dog, cute Border Collie variety, but more in the Hound From Hell, glowing red eyes and fire-from-its-flaming-ring kind. Here, let me show you what I mean...



Now Poppy, I want you to imagine that this huge fighting bloke in front of me is a group of playful sheep. Ready?



Oh my stars? Flaming like the panicking sheep from The Wasp Factory. Read it? Good. Much sense it not make.

Hold on... isn't this picture over on the other page. What's going on? Steve? Are you trying to confuse me? Naughty.



Keep an eye on those barrels - I don't trust them. They look innocent enough, but THERE'S TWO OF THEM. What does that tell you?



IT'S THOSE BARRELS AGAIN!!
ARRGGHH. Look, between you and me, I think the bandana chimp-boy lives in one of them. HE HAS NO FRIENDS.

● Mega CD ● £34.99 ● June ● JVC ●

SAMURAI SH

By the metal-wielding grape lumps of Derek Hatton, do we really need another average beat-'em-up?

W eeeeelll, whaddya know? Quite a lot, actually, but I'm not going to write a review stating that point. What I *am* going to tell you in the most concise and direct way is what I think of this game... this being a review and everything.

It's not very good. There. Said it. In fact, I'd almost go so far as to say it's nearly complete rubbish. Almost. Bit vague, but this is yet another game where you can't slag it totally - it's better than that, but at the same time, you can't even call it average.



Saving graces? A few. It's colourful, the characters are pretty large and there's a fair amount of special moves, but even those seem to be unbalanced. Some characters have loads, others have a mere few. Fair? No, not really fair at all.

You get to play a huge Samurai-type, waving a sword about and generally looking pretty hard, but it just doesn't feel right. No swash-buckling action here. The swash is so minimal that Patrick bleedin' Moore couldn't find it with one of his fancy telescope things, and I've

seen more buckle on a pair of my fanciest boots. Kinky old me.

The game doesn't benefit too much from appearing on a CD. In fact, if anything it's hindered. What you DO get is the occasional bit of sampled speech and music, but at the same time, you also get some unpleasant disc access moments. These happen at the start of the game, between each character and at the end of the game. Oink!

The game is slow. Imagine your grandparents having a fight in front of you, and you watching from the comfort

BY THE FLAMING JAWS OF MY CATERPILLAR... I'LL 'AVE YOU

Japanese doesn't always translate brilliantly into English. Either that or it's just plain horrendous writing. Nothing else can explain the ridiculous messages between bouts.

Yeah man, looks like you've had a bit of a tippie on the ol' Samurai Spirits. Know what I mean? Eh?



Oh for the love of a pretty girl, what's the point. How many huge Samurai-types do you know with a dog called Poppy? Hmmm?



WE ARE CLEVER AND ARTICULATE PEOPLE HERE IN ENGLAND. PLEASE DO NOT INSULT OUR INTELLIGENCE.

Lots of skulls, there. Sitting in the background like a collection of head-shaped stones. Ahh...

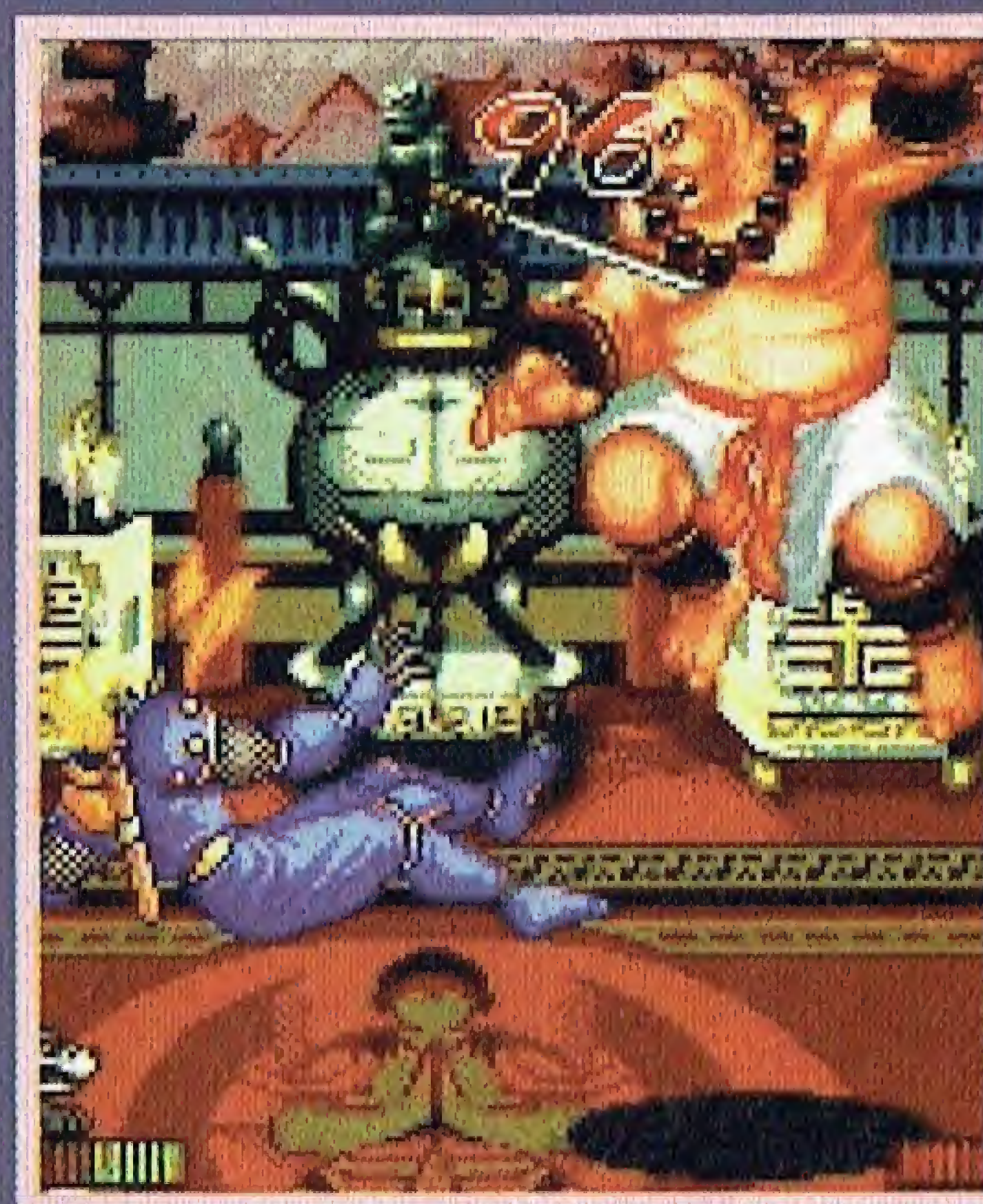


SILLY ALTERNATIVES FOR SAMURAI SHODOWN



Samuel Shodown

A game exclusively for men with the christian name Samuel. They gather together in a large hall and discuss famous people with the name Samuel. Like Samuel Peeps, Samuel L. Jackson, Samuel Beckett and Samuel Johnson. Been there I have. My name's Dean, by the way. And it appears my thumbs have gone all weird...



Samurai Hoedown

The redneck version of our chirpy beat-'em-up. Several people of below-average intelligence gather together to dance like retarded chimps. The head chimp stands on a bale of mouldy straw and 'raps' instructions to the rest of our gaggle of apes. This is usually because they're too uncoordinated to dance for themselves. See?



Summery Toefrown

This condition was recently reported in The Lance, a very interesting paper I read, and involves a certain medical problem unique during the months of July and August. Toefrown usually hits the early to mid-teens and can result in severe deforming of the upper ceefax. This does not, however, effect your lounge.

RAI HOEDOWN

of the family sofa. Maybe not quite that slow, but nothing in the cow-on-drugs speed of *Streetfighter 2*. Although there's three different skill settings in one player mode, the two player game has no speed settings. Very disappointing. Thing is, though, by this time I didn't really care. I was already thinking ahead to a top game of *Mortal Kombat 2* with Simon -



me being Sub Zero and him being Mileena. Nice sentence.

That's it, see? No addictive qualities. The Neo Geo is an overweight lump of a gaming machine that throws out a standard bungle-like beat-'em-up every couple of months... WE'RE NOT IMPRESSED. Go away, you

uninteresting piece of rubbish, and take your scabby games with you. If you

need an explanation, *Samurai Shodown* is probably the main beat-'em-up for the Neo Geo. See? It all makes sense now.

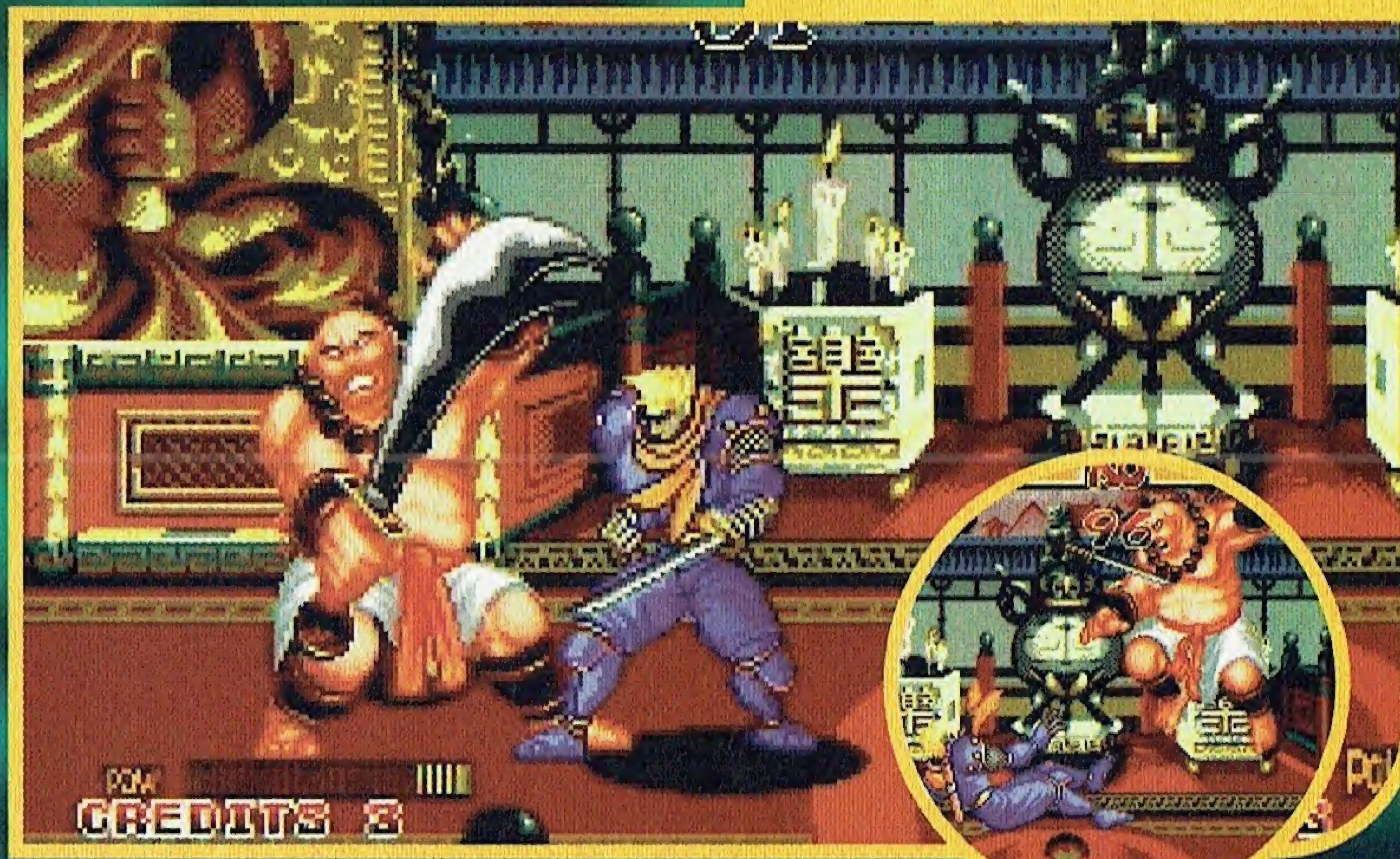
I think I've pretty much said it all. I love beat-'em-ups more than most things - certainly more than platsoddingform games. But I just couldn't get excited about this one at all. It's not quite in the *Brutal: Paws of Fury* league, but *Mortal Kombat 2* it ain't...

SEGA POWER

Hey, floppy big sword fights the dangers of young... BAH, it's far too hot, much too nice and it happens to be my Birthday. True. Honest... Would I lie to you?



...and I'll have them with some nice condensed milk and biscuits. Lovely. WHAT'S FOR DESERT, MUM?



Samurai Showdown

- ▲ Graphics. Not. Bad
- ▲ Plenty of characters & moves
- ▼ Sssllloooooowwww
- ▼ Nowhere here as good as...
- ▼ ... AAARRRGGGHHH!

Graphics

7

Sound

6

Addiction

3

Lifespan

3

Power points

Release date June
Players 1-2
Characters 12
Difficulty Average
JVC (0171) 240 3121

Final verdict

"Horrible disc access and, overall, a sloppy use of the Mega CD. Like the game that much? Stick to the cart version." Dean

53 Percent

PUTTY ★ SQUAD ★

Putty isn't commonly used for computer-game characters - being putty 'n' all. But hey! It's a free, liberal world. So, putty, stand up and be counted...

• Mega Drive • £44.99 •
• UK Release • Ocean •



THINGS TO DO WITH PUTTY

Yes, my fine feathered friends, putty has lots of uses. Please, let me guide you through some of my personal favourites...



PUTTING IN WINDOWS

If, like me, you've ever tried to put glass in windows without putty, then you'll soon realise that the glass tends to fall out. This can easily be remedied with putty. IS THIS ACE?

MODEL MAKING

Ever wished you had friends? Now you can simply make a whole social 'clique' out of the incredibly versatile gloop, putty. Conversation can be a bit weak, but who cares, you'll still have your friends. And you'll probably be far too busy playing *Mortal Kombat 2* to talk to them. (Are you having a pop? - Simon.)

PUTTY FOOD

If you're too poor to afford food and you've stupidly invited your girlfriend's parents around for tea, why not make them some delicious putty cakes. Not only do they look scrumptious, they taste it too.



If you rearrange the word putty you can get Tyupt. Tyupt is not only a small town in Surrey, but a handy tool for killing sheep in Africa.



Does anybody ever read these captions?...



...probably not.



starts going on about Terminator Carrots, Napalm the Cat (who loves the smell of himself in the morning) and Dweezil, the Ginger Cat. Naturally. I love them. Seriously.

There's endless hours of clutching my aching sides as I imagine grown men sat around discussing storylines for games. Sad and foolish they might be, but they earn a lot more than I do. Yes, hahahaha. So, so far we've established that *Putty Squad*



My pen is red, my face is blue. All my friends smell just like poo.

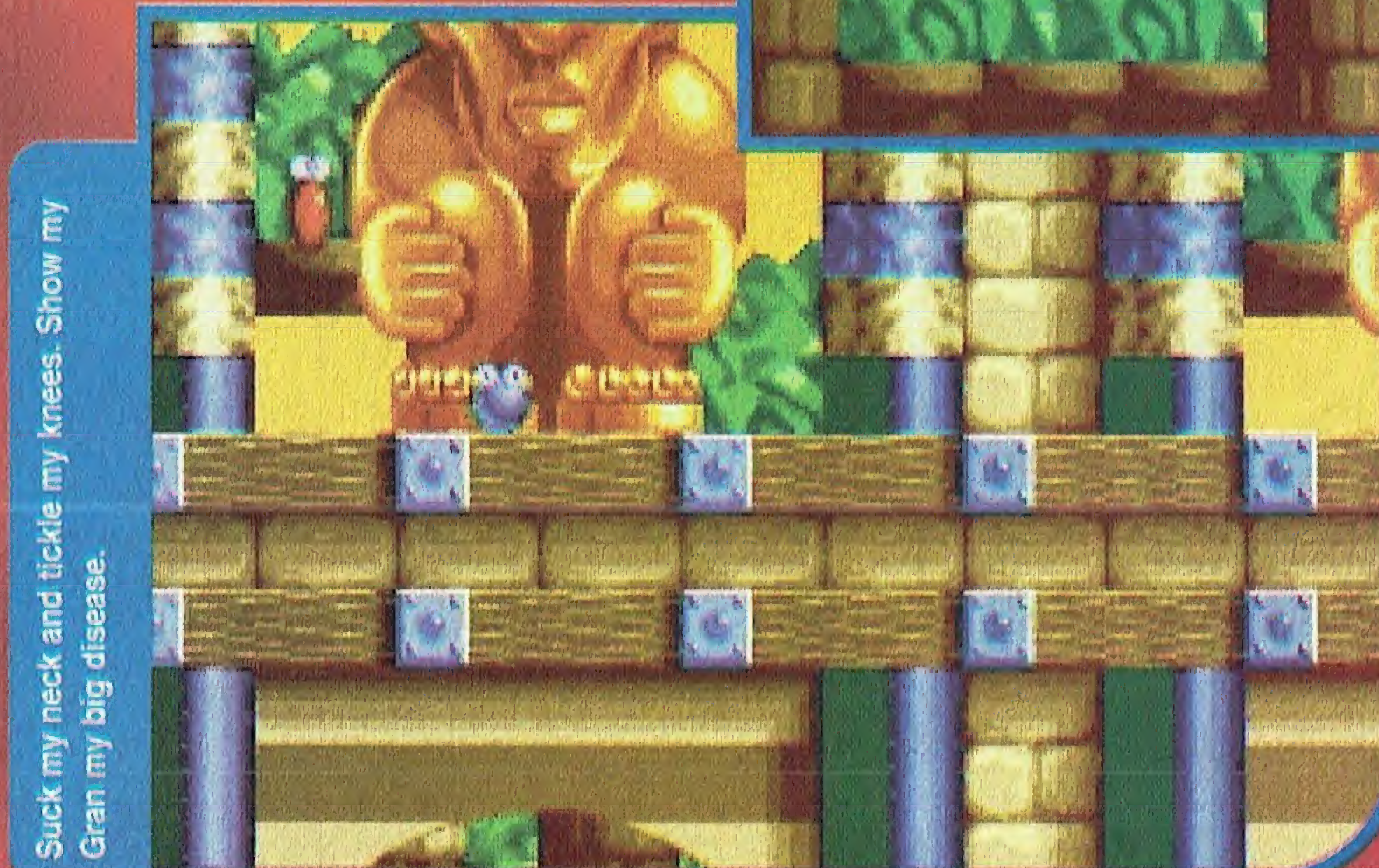
Listen man, you've just got to read this. Check it out... "After twenty years, the war that had been raging between the Putty people and the forces led by the wicked Wizard Scatterflash was finally over, with the Putty faction mounting a complete withdrawal from the capital

city of Klud..." What can I say? I blame it on the drugs myself. This quote, I suppose I should tell you, came from the manual supplied with *Putty Squad*. This was the first paragraph. It then



A collection of more than one putty is called a Gigggle of puttles.

Send in your parents hair and win A YEAR'S SUPPLY OF SHEPHERD'S PIE!



Suck my neck and tickle my knees. Show my Gran my big disease.



When I was walking down the street, a swollen kipper fell at my feet. I picked it up and threw it high, into the fish shop in the sky.

has a bizarre, possibly booze-induced storyline, and not too much else, really. But there's more to this darling little game. Oh yes, *much* more.

Oookaay, it's a puzzle game. Not like *Mean Bean Machine*, but more in the style of *Lemmings* (things have to be done, passwords have to be collected, exit doors must be

DOWN FOR A STRETCH

Our putty-ish chum is a flexible little fellow. In a remarkably sensible boxout, just look what he can do...



He can summon all his putty strength into a high-powered fist attack thing. Good for killing things and impressing the putty birds.



In a remarkable show of mind-over-matter, Super Putty can also 'morph' into a slithering mass of goo. Useful for getting through floors.



He also does a mean impression of a puddle. With eyes. OH WHY OH WHY WHY OH WHY OH WHY OH WHY OH WHY is this caption box so big?



...By using all his morphing skills, Super Putty can also do a fairly good Ryan Giggs' impression. (Don't scare the children! - Nick)

If some of the captions on the previous page don't make sense...



...then I do apologise. They're inspired by Bugs & Drugs mag.

...it's superb. Read it as soon as possible, and all will be clear.



found, then it's on to the next level.). Hoorah. And that.

The hero of the game, Super Putty, is - as you may have worked out for yourselves - made entirely from putty. He slithers and squelches his way through the levels, attacking 'things' with his 'putty-like' punch, and 'putty-like' puddle/acid/thing.

He must rescue a set number of putty 'heroes' who are Missing-In-Action. That done, the exit door will appear somewhere on the level... aahndd it's on to the next one.

There's plenty of power-up things and jobbies put along the way to help

you out, plus your usual quota of misshapen animals and creatures who don't. Help you out, that is.

Hmm, yeah, well. Okay. This is the bit of the review where I usually say, 'This is rubbish', or, 'This is good', but I find myself going down a dark alleyway, towards a natural conclusion. That is, I'm NOT a fan of these puzzly collect-stuff-head-for-the-exit kind of games, but at the same time I wouldn't laugh at anyone who was.

So, with that in mind, I'm afraid I'm going to have to

say something like... 'Yep, you guessed it, *Putty Squad* is a very good puzzle game with some ace gimmicks, and if you like *Lemmings*, YOU'LL LIKE THIS.' Bit vague, I know, but that's all I can really say. File it under **SEGA POWER** 'quite good really'.



Another's a quote from a Supergrass song...

Putty Squad

- ▲ Quite involving
- ▲ Interesting ideas
- ▲ I like putty
- ▼ Bit slow
- ▼ Bit samey

Graphics

7

Sound

7

Addiction

7

Lifespan

8

Power points

Release date June
Players 1
Levels lots and lots
Difficulty progressively
Ocean (0161) 832 6633

Final verdict

"It's a bit puzzly, a little bit arcadey and a little bit good. Buy it if you like *Lemmings*. Or putty..."

Dean

82 Percent



...the song is a B-side of one of their singles. The first person to ring up Simon and tell him which one wins one of his ears.



Being chased by huge boulders is just sooo much fun. Even if it is shamelessly ripped off from Indiana Jones.

As Prince once sang, "This is what it sounds like when Bosses explode." And no, the battle was *not* long and hard.

It's a pyrotechnical extravaganza and everything. Hmm. Okay so not really. Those yellow things explode a bit. NOT EXACTLY GUY FAWKES IS IT?

● Mega Drive ● £44.99 ● UK Release ● Ocean ●

Addams Family

Spooky as cat litter. The game Formerly Known As An RPG fails to come up to scratch.

Films like this have postage stamp plots. Irritating storylines which twist and turn with all the excitement of a flat gym bench. Within the first few minutes you know exactly what's going to happen.

Games like this aren't much different. Play it for a couple of minutes and you know the things which are destined to rankle, nark and niggle for the next couple of hours as you plod through.

So what's wrong? Okay, so you're wandering around a small wood. Did we say wandering? Sorry, we meant to say moon-

walking, facing four directions and yet walking in eight. It's not such a

revelation that the Mega Drive joystick can point in eight directions, so why not design sprites that can do so? Eh?

Then there's the control mechanism, horribly unforgiving, particularly when you're trying to walk around a hard-to-place tree due to that forced perspective thingy.

So, wander about a bit and you bump into some geezer. Did we say bump into? Sorry, we meant wander through. Hmm, no collision detection on non-hostiles...

So you chase after one of these sprites, rattling around without the merest whiff of artificial intelligence. Hammer the C button and engage in a conversation. Did we say conversation? Sorry, we meant to say scrolling through some preset dialogue, simply pushing a button to scroll more text, at times just a single line... Oh, I could go on...

The game is utterly linear, the shoot-'em up sections lack excitement, and the whole thing is devoid of any feeling of enjoyment. *Addams Family Values* makes you feel that games like the *Story of Thor* never happened. Steer clear and picket the local game stores.

The first outing for the Vaudeville Addam's dance troupe. One two three step...

It's a map. Use it to find your way around. If you can actually be bothered that is.

Look at the sign, push the switches, build and cross the bridge. Thrilling.

Addams Family Values

- ▲ Like the Addams Family?
- ▲ Just about under-average
- ▼ Shoddily programmed
- ▼ Anti-excitement
- ▼ Very, very linear

Graphics

4

Sound

5

Addiction

4

Lifespan

4

Power points

Release date May
Players 1
Levels Enough
Difficulty Medium/Hard
Ocean (0161) 832 8833

Final verdict

"I'd rather sit through the film a thousand times than play this. Okay, exaggerating a bit..." James

52 Percent

TAKE THESE COOKIES, DEARIE... I MADE THEM MYSELF. HE HE HE HE HE!! BLACK BEETLE COOKIES.

• MORE

Old ladies selling disco biscuits are to be avoided at all costs. Look at what the biscuits did to their complexions for heaven's sake. And look at her teeth. SHE'S A MESS.

Wobble! Wobble!



Balloons in real life are made from rubber. Jelly doesn't work.



Yo. Dude. Marvellous. Bum rush the show. Jelly is soo cool.



A jelly umbrella would not keep the rain off. It would leak. We believe.



Is it just us, or is this image profoundly disturbing?



This jelly duck was the result of a cruel medical experiment. Ha ha.



A jelly hammer would be crap. It would just smear the nails... with jelly.

Jelly



It's a flying jelly. You can do anything on these drums y'know. This really isn't much cop is it?



Jelly's in outer space, melting like a girl. So long, sucker.

Jellyboy picks his ears and mulls over a pair of snapping teeth. Will the surreal humour never end?



• Mega Drive • £44.99 •
• UK Release • Ocean •

He wobbles. He warps. He meanders. He's Jelly Boy. The boy you love to hate.

Jellyboy is actually more of a jelly baby than a, well, jelly boy. He's cute, sickly, sweet and squidgy? No. There's another reason why he's like a jelly baby. Because you want to rip off his head and arms and chuck him in your mouth so you'll never see him again. Not a good start...

Who is this boy of jelly then? The story is crap. There's this sweet factory, right, and a spark of lightening hits a jelly mould. And so he is born. Fearing medical vivisection experiments by the Jelly Belly organisation, the Boy decides that escaping from the factory is the

only option. To escape he needs to jump on platforms, dodge bad stuff and collect good stuff. Huzzah. A platform extravaganza... again.

As well as being able to walk to the left and right, he can jump into the air too. WONDERFUL! That's not strictly fair, as he's also got the knack of collecting power-ups and warping putty-style into space-hopper-type-things, skateboard-people-flesh-beasts and the like.

The trick is though, to save your power-ups, since although some reappear, you're never quite certain which and when.

Look - y'know how characters like Sonic and Cool Spot are a bit cool? Hmm. Jellers is *not* cool. He is uncool. He's *boiling*. He'll make your blood boil at any rate. With his stupid grinning face, wibbly-wobbly body and odd personal habits.

The main reason you'll get heated-up playing *Jelly Boy* is



quite simply the level design. It's a Tardis-like trick for the levels to appear so empty and yet feel so cramped. How-Do-They-Do-That-Des?

Well, y'see Probe have playtested it so much that all the timings are so tight, on power-up usage for example, that you only figure out routes through levels with repeated games. What's more, it's always best to take the path of most-resistance. If there's a drop to nowhere you can bet it'll kill you. And an easy jump? Not on your life sonny, there's bound to be something lurking on the other side.

Jelly Boy is a sluggish game. (Perhaps you could call it *Slug Boy* instead?) It slows down terribly when the screen fills and some of the levels seem to last forever. Maybe I'm being a tad tough on this inoffensive little platformer, but with high quality stuff like *Sonic* knocking about, this just seems yet another fairly dated, one-gimmick romp. Eat the head, then flush the rest.

SEGA POWER

Jelly Boy

- ▲ I like platform games.
- ▲ And this one's okayish
- ▼ Jelly Boy is not cool
- ▼ Dodgy level designs
- ▼ No simultaneous two-player

Graphics

6

Sound

5

Addiction

4

Lifespan

7

Power points

Release date May
Players 1
Levels Loads, granted
Difficulty Easy to tiresome
Ocean (0161) 832 8633

Final verdict

"An uninspiring platformer, with frustrating level designs and plodding gameplay." James

65 Percent



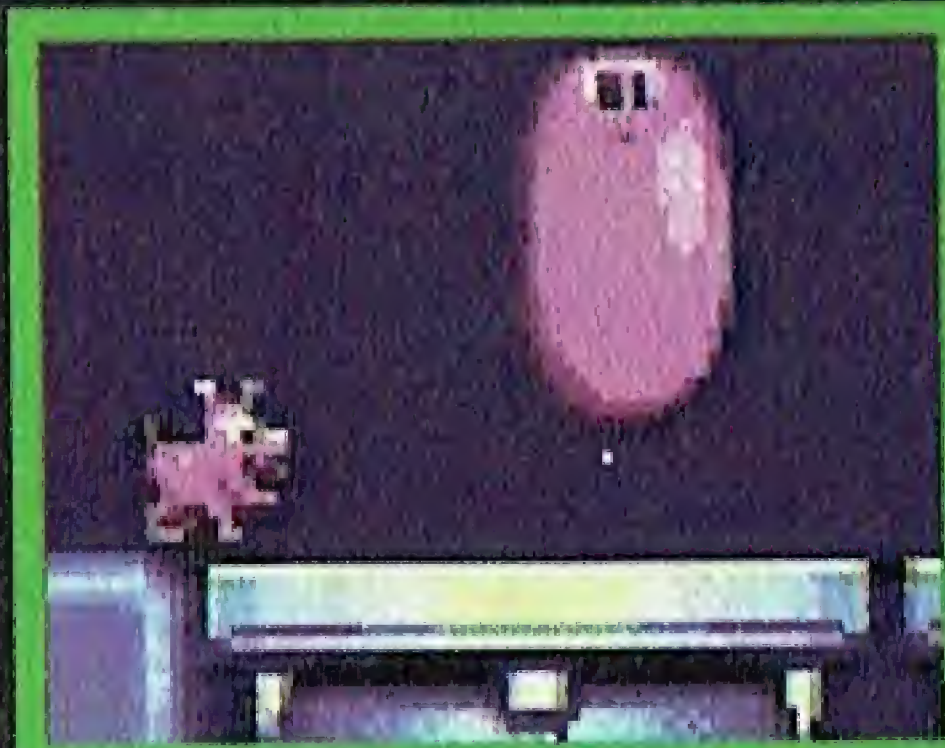
The eskimos are out to get Jellyboy to supplement their diet of fish and pine cones. THEY ARE!



A strange jelly skate board mutation. Rad. Gnarly etc.



Jelly pogo sticks would chaff knees dreadfully. SPACE HOPPERS SAFER!



Jelly boy bouncing ball is pursued by a faggot dog. Woof. Yeah.

BOY

Isn't this like the chest bursting scene in Alien?



This jet-powered platform slides from left to right. You have to jump on it. Isn't this nice.

Terrifying...

While the *Sega Power* team were in Sainsbury's collecting fizzy drink and crisps for the weekend, we found this. IT IS A PACKET OF ASPIC JELLY POWDER. Scared yet? Apparently you make a jelly using fish, eggs, peas and other assorted savoury products. AND THEN YOU EAT IT AT GUN POINT. Know anybody who 'makes' these? LET US KNOW!

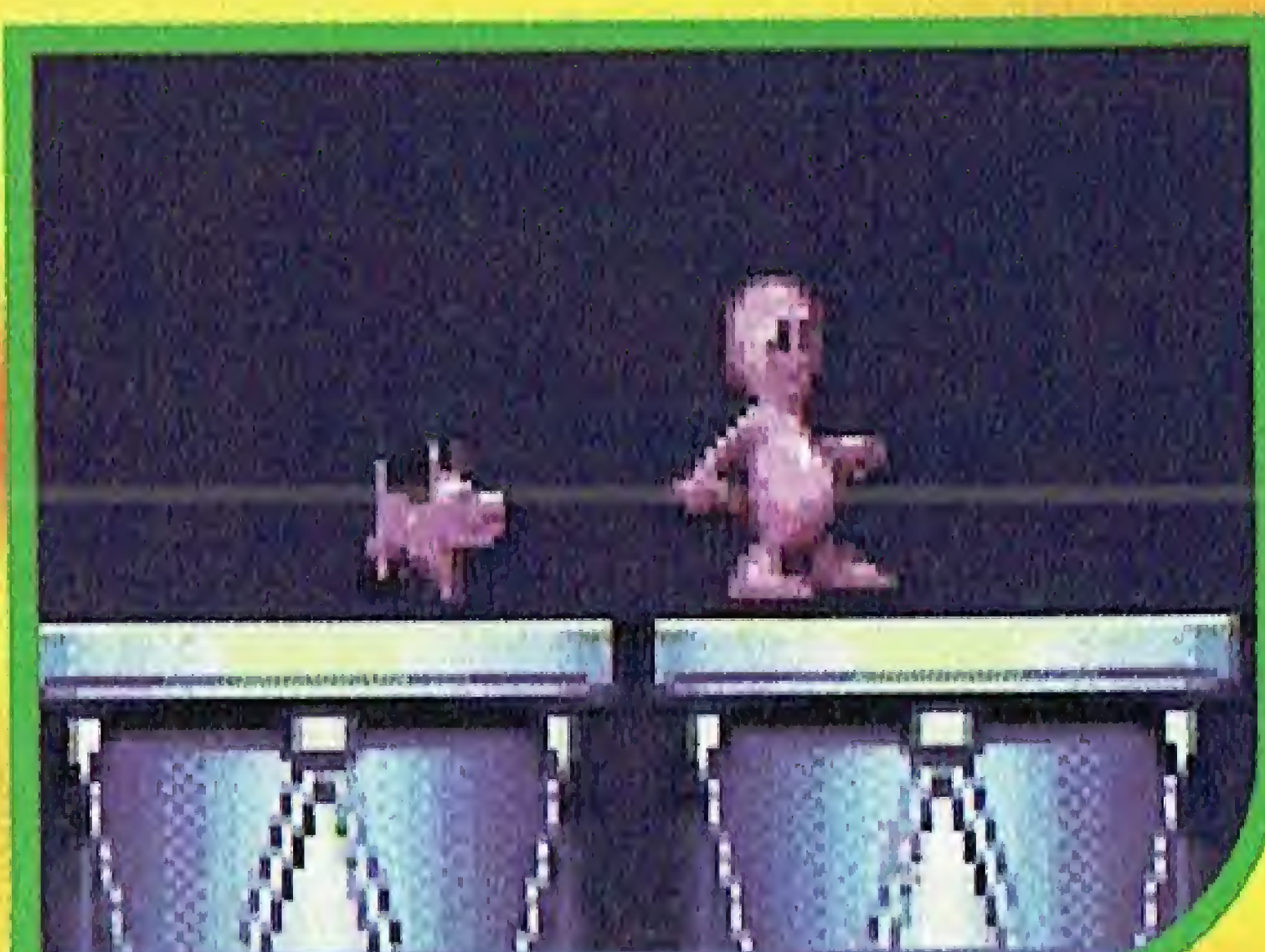
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Serving suggestion



Explore the corridors of power. Erm... and skip levels.



Not so much a drum as a trampoline. Bounce at will.

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n Professor Bernard Quatermass Flas
h Gordon Destiny Angel Judge Dredd C
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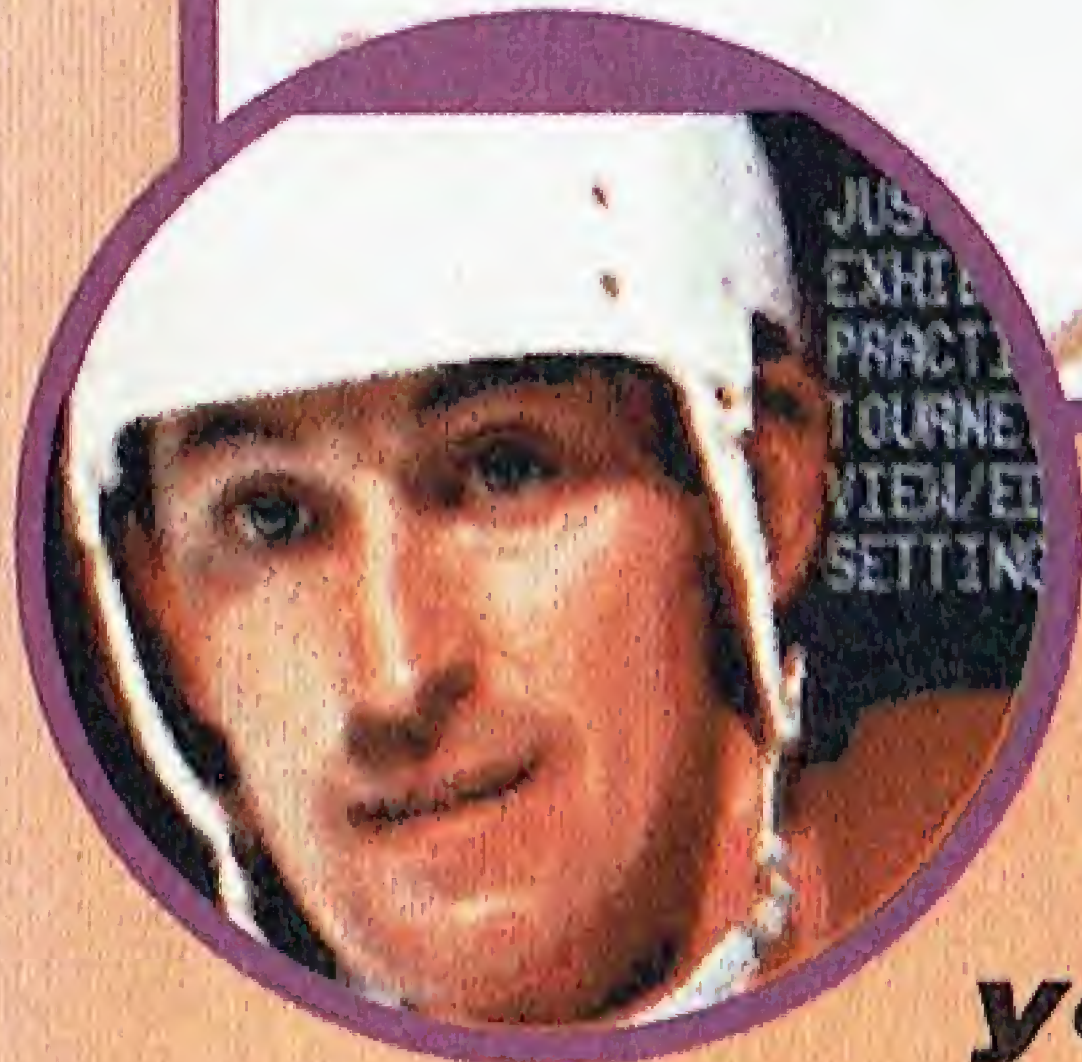
Adventures in Science Fiction

#1

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Did you know that Florida is an interesting place where lots of fat people go on holiday. Vancouver, on the other hand, isn't.



"Git some Lookospaz down yer tract Gretzky, for you's gotta git out thar and show them Ruskies a thing or two!"

The pad-happy species sport of Sweden once again twitches and flails its puckself like some glacial whore through the circuitry of Mega Drives everywhere. And for once it seems it's not all doom and gloom and Electronic Arts foppage comparisons.

Thankfully, our favourite Sega machine is receiving the first version of this, ajesusingnother ice sticks sim, with

SNES, PC CD ROM and Atari (sic) Jaguar versions to follow some time in the Autumn. There's even a smashingly 3D arcade version planned, but we're getting it first. Does it really warrant that sort of attention, we ask ourselves.

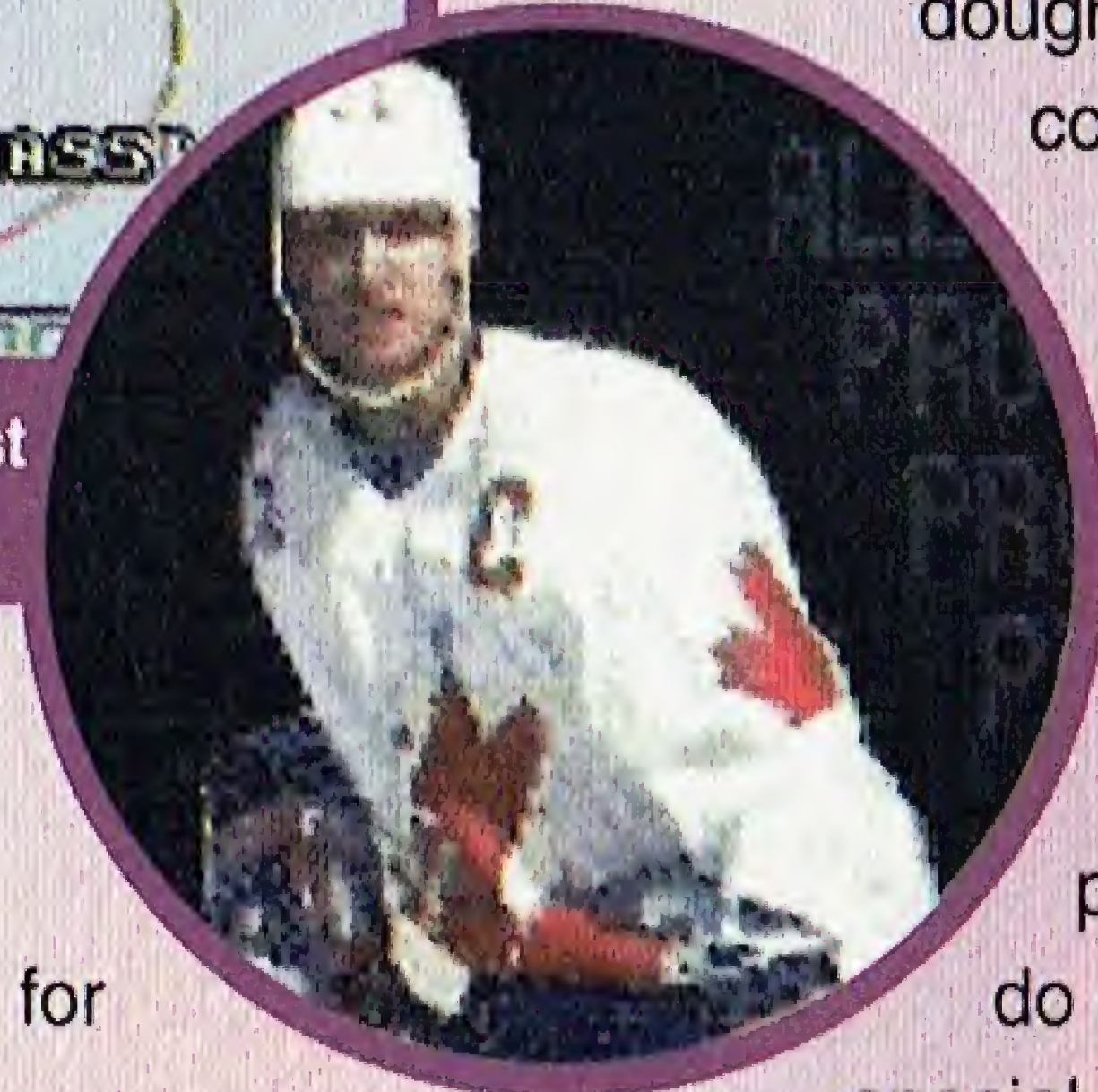
Time Warner obviously feel they've got a bit of a corker on their Interactive hands, after securing Mr Gretzky – the all-time NHL scoring leader and



A little replay gets shown just to hack the goalie off.

four-time Stanley Cup winner – and his multi-platform redneck smugness for three years.

Pushing the dollar-swollen boat out even further, they've also nabbed an NHPLA licence, so Wayne Gretzky is



Some skaters are so dedicated that they've grown an extra leg.

infested with all manner of 'real' players (600 of the spritey little beggars) and true-to-life profiles and stats. Skillage.

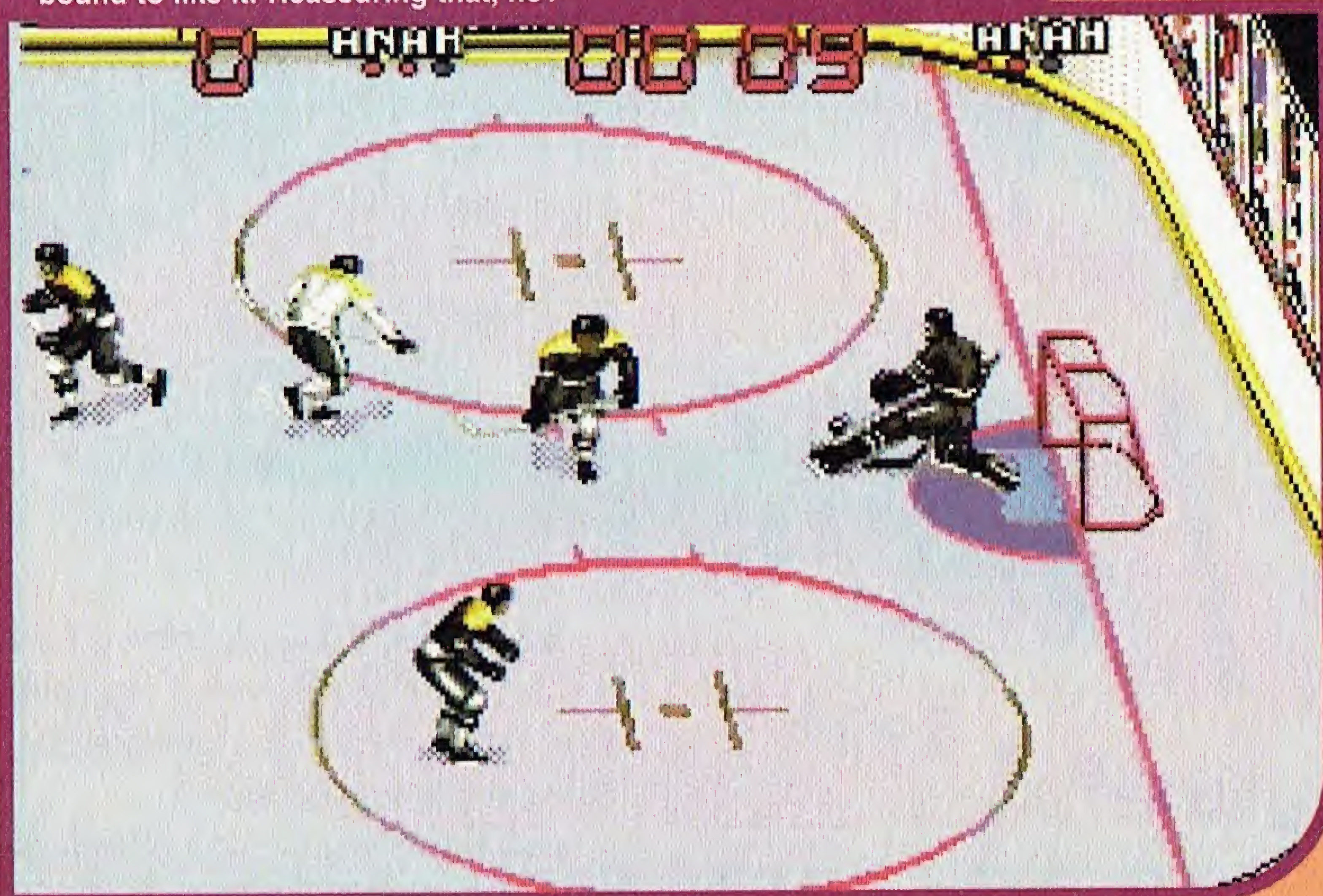
What you also get for your dirty dough is the chance to get connected with up to four other people for a touch of the old against/in conjunction play, but you'll need an adaptor – no surprise there, eh peripheral-spaks? You do get one of those special battery back-up, uh, batteries thrown in for good will though, which allows you to endure the spleengastic thrills

Wayne Gretzky Ice Hockey

● Mega Drive ● £TBA ● UK Release ● Time Warner Interactive ●



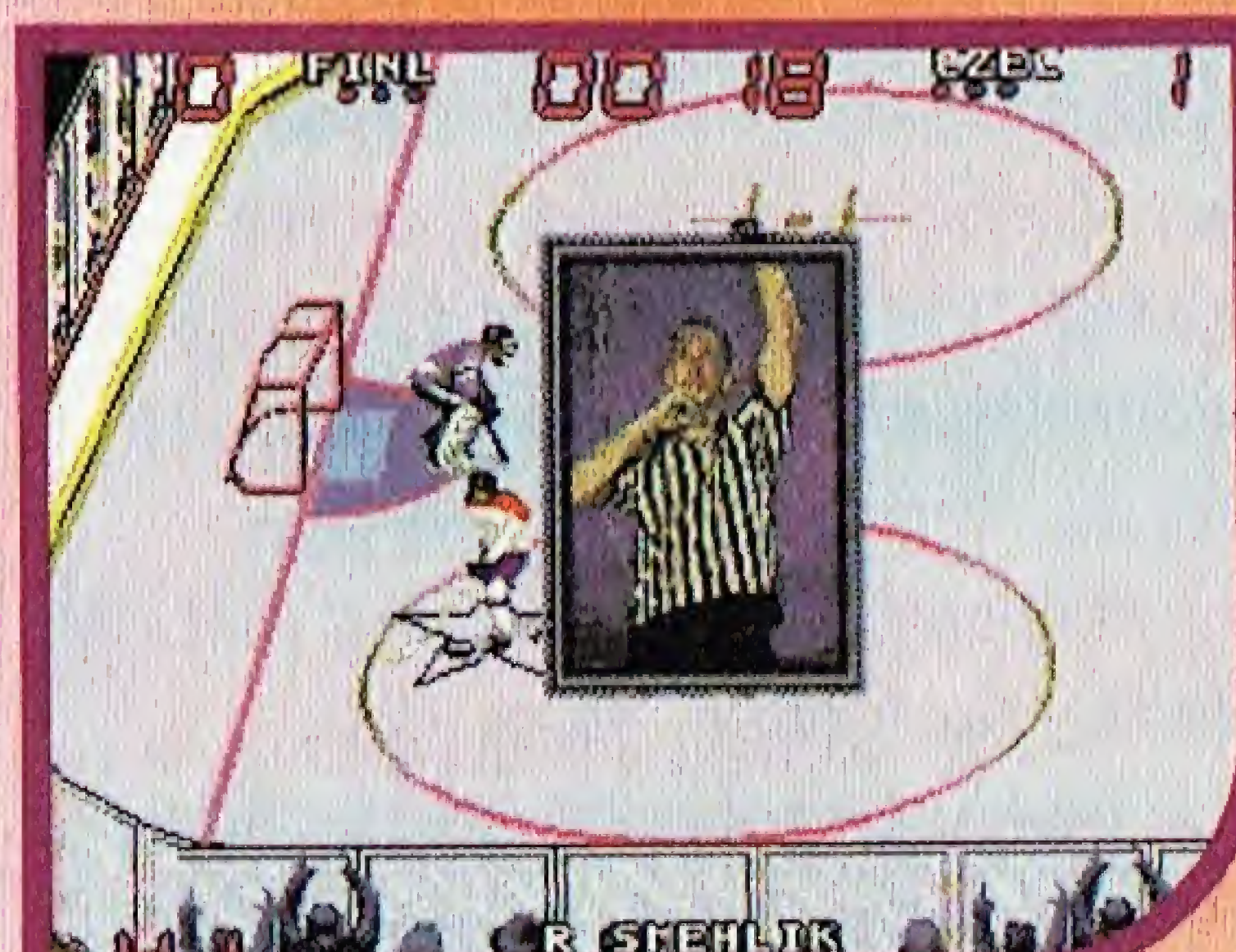
The great thing about ice hockey is that if you like ice skating, you're bound to like it. Reassuring that, no?



of trading players, editing their statistical bits and stuff right through an entire 84 game season. In its entirety. Entirely.

As for the game proper, the most visually gifted of technocarcasses out there in the land of Billy No Friends will already have snaffled the fact that the game adopts a side-on forced 3D isometric game engine thing, a bit like from out of that Brett Hull Hockey and that, but better. It really does give a top view of the action.

Combine this with the swollen sprites ('player animations that are 20% larger than leading competitive hockey games', © TWI, ahem) and you get away from the Sensible Soccer feel of EA's classic, and into the choppy



Technically, this guy is called the Ref.

waters of instantly accessible parent friendly arcadery.

There are four types of game at your selective whim: Simulation – where all the opponent hooking, puck puking hockey cock applies,

Top Yankee ice leaches

1. Vanilla Ice

The checker-fleck haired milky white brother, whose gangsta rap brought him notoriety... a while ago. Knobbing Madonna didn't do him any favours either, and he now resides in a 'm'anilla box in some Pentagon store-chamber or other. Like that alien at the end of The X-Files. Now dropped the Ice, in favour of Vanilla.

2. Ice Cube

A pot thrower's assistant from a sleepy southern town, Cubey rose to fame shouting 'Shoot dat bitch mudder cop in da head' and stuff. He could regimentally be seen down the rink of a Saturday evening cheering on his favourite team, Long Island Tube Suckas.

3. Ice T

Made his money from ranting on about guns, knives, brothers and bigger guns. And women. Used to play hockey in his teens before getting in with the wrong crowd. Recently corrected his ways and is now married with child. Or two. Collects guns.

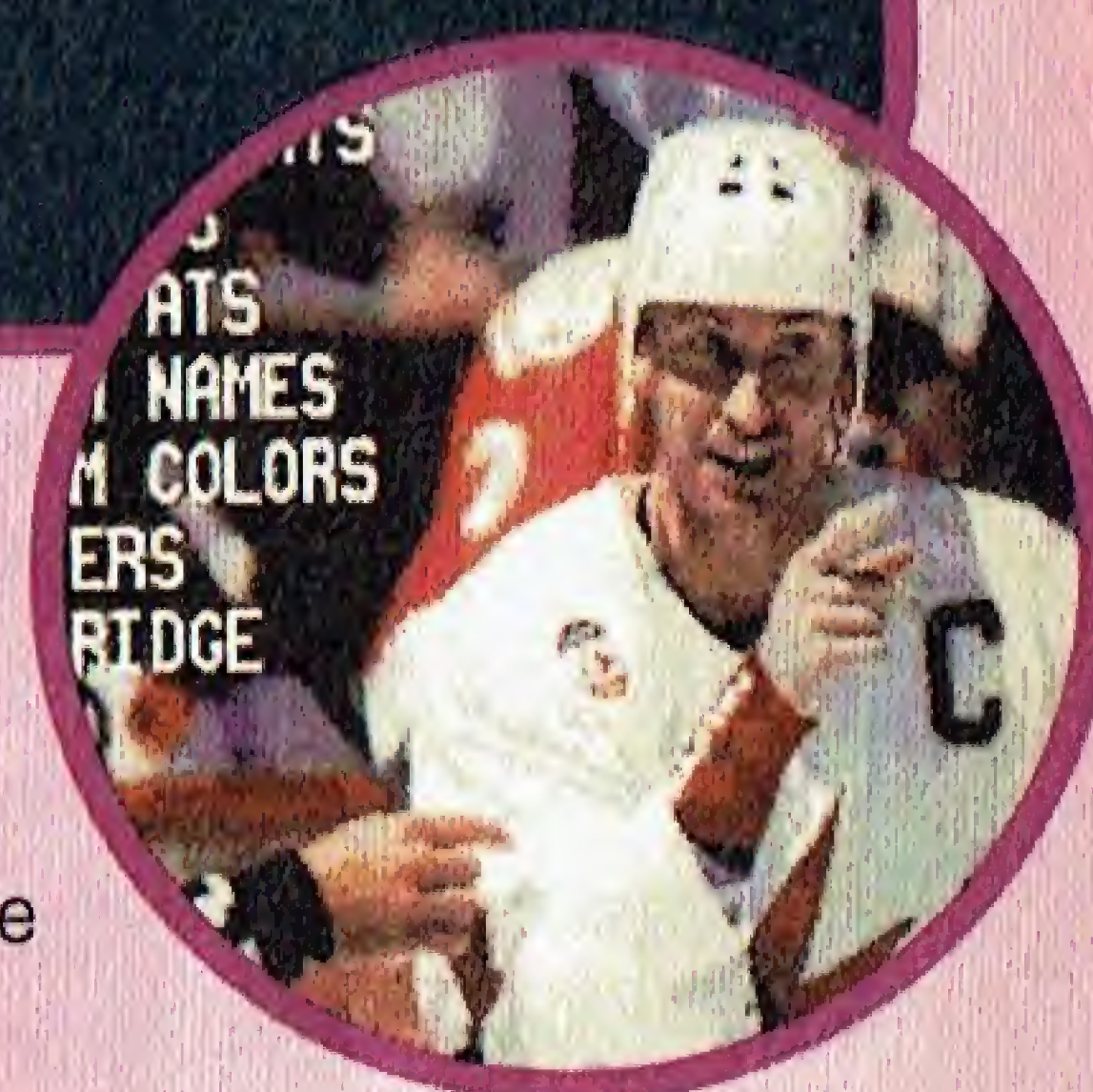
4. Foster Ice

A bit like Forrest Gump, only not such a tosser.

Arcade – rough play aplenty, Practice and Tournament. Within a match itself you'll also have access to a gorgeous assortment of options, including making your side's attitude harder, switching off the ice effect and removing the goal guard. There's also a satisfying amount of attacking plays to master, which for me is the essence of a good hockey sim. Slimming down your team to three players also makes for a faster game.

Consequently you'll learn the

ludicrous nature of the offside rule if, for instance, the opposition is slashed one man and he's slow, you'll spend a lot of time watching the tiny FMV sequence of the Ref and his stripey chest. But overall, Wayne Gretzky is an admirable effort – fast, playable, but oh God, here it comes, just not quite as polished as...



SEGA POWER

Wayne Gretzky



Hockey is a game of two halves. Lucky, that.



Puck. Now there's a funny word. Like 'wobble'.



Two opposing players attempt to trip the Ref while the two players behind him get ready to club him over the head. Whatagame.

Wayne Gretzky Ice Hockey

- ▲ It's fun...
- ▲ ... which is important.
- ▲ And it looks pretty good.
- ▼ But it's just not as deep...
- ▼ ... as THAT game.

Graphics

8

Sound

7

Addiction

7

Lifespan

9

Power points

Release date Out now
Players 4 (with adaptor)
Ice, ice baby
Difficulty variable
TWI (01604) 602800

Final verdict

"Ideal for instant gratification, but with NHL '95 on the shelves you's a gonna have to think twice." **Marcus**

85 Percent

Fun-packed Mexican mole-rat-vole affair or platform tosh? Pierce the crust with us...

Speedy Gonzales

Mega Drive • £39.99 • UK Release • Sega

Hey, Speedy, you ees like, fast. Oh so. Belched from Mel Blanc's swollen accent sac, whirlygigging like some crazy biped rodent from the humourous womb of the brothers Warner, you come. Sombrero curling in

the breeze, incisors flashing like two yellow scythes for cutting cheese. And you're here. 'On' our Mega Drives. 'In' a platform romp. Delightful.

But, oh sentient vermin, your care-a-not ways are gone. No more will you siesta your tawdry little

life away sipping 'agua' and wooing rodent maidens. Now your time will be pointlessly spent gnawing on red chillies, leaping from ledge to ledge and bounding on unsuspecting creatures' heads. The point? – rescue your 'veelagurs from ze clutches of meester caaat, Seelvestur'. Yeah, *right*.

Yep, your curiously diurnal life will revolve around such routine, flaccid fashions as darting left-to-right through, like, harsh terrains, each peppered with cheese-cum-energy-sapping beasts.

Avoid the odd speed-weakening power-down, collect the unspectacular power-ups (hats to frizbee enemies, sphincter-cauterising chillies to keep your dash button lubricated), and release all the missing rodential villagers.

Lasso jutting pieces to gain 'access'. And gain it you will, oh mouse of Mexico.

Rescue the hidden villagers from pole-tied conditions.

Rodential critter with rose. His love – hidden in cat's intestine.



But the Mega Drive is Looney Tuned out, and like *Road Runner*, a character noted for his landscape blurring ability, Gonzalez flops on his speed.

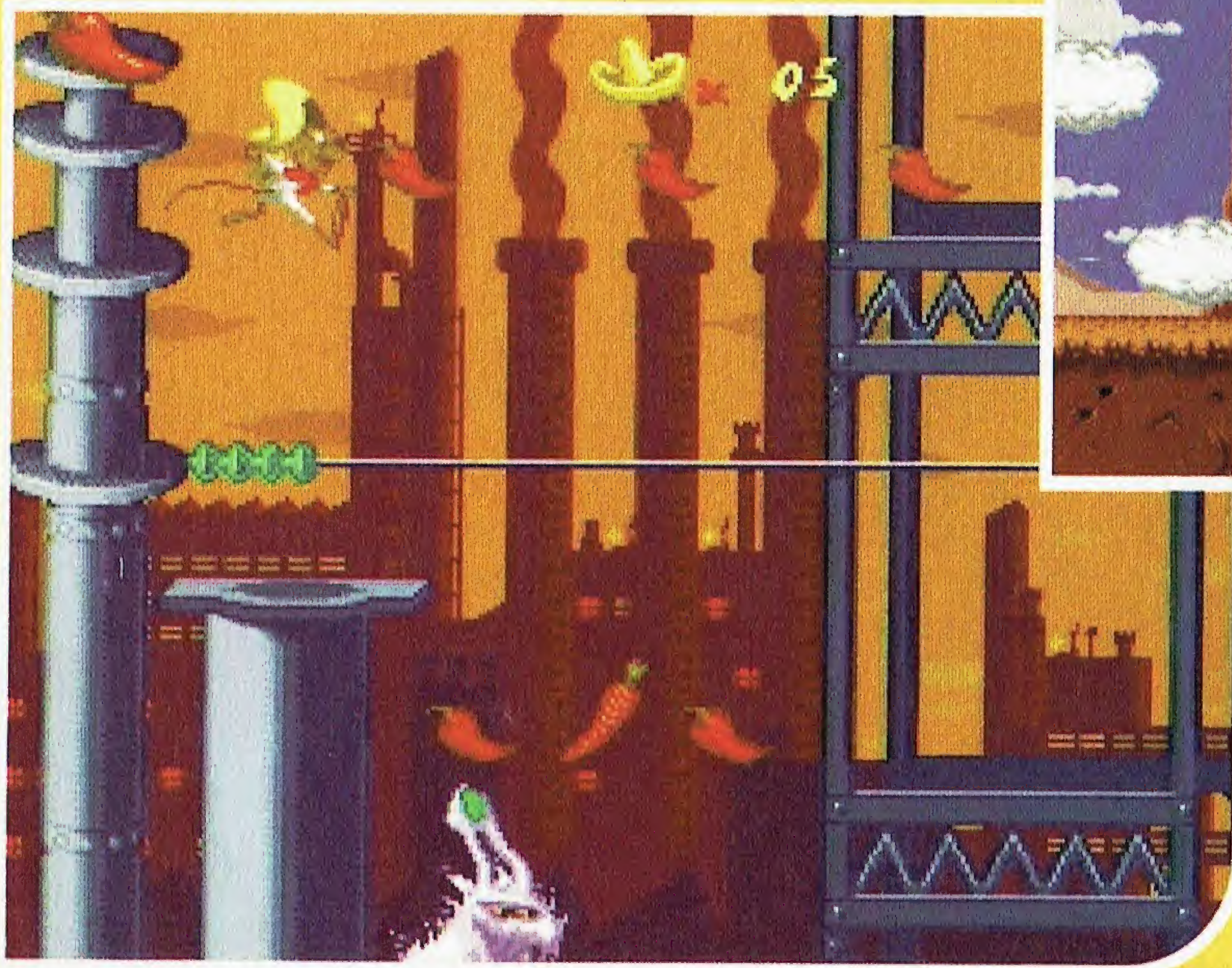
Hold a direction for long enough and he'll accelerate. Try and stop and he'll mouse-slide over a platform edge. Oh, it's a challenge all right, but only because it's a Jesusing pain to play sometimes. Sega – yank your scurvy blue socks up and give us, the 'kids', something to get our teeth into. Take a leaf from the gullet of the worm Jimmer.

SEGA POWER



Avoid mouse-eating flora. It hath a bite so chloro-filled.

Aah, the old cat-mouse stomach rumble-satiating incident. The second slice of intro...



Blimey, an electrified zone. Platform games would be lost without their comforting charring zaps and ball-hurling static zombies. MEANING?

Speedy Gonzales

- ▲ It shifts all right
- ▲ Um... it's 'Speedy' all right
- ▼ Can't see the enemies too well
- ▼ Momentum problem
- ▼ Ultimately pointless

Graphics

7

Sound

5

Addiction

4

Lifespan

3

Power points

Release date May
Players 1
Skill levels 3
Difficulty frustrating
Sega (0171) s373 3000

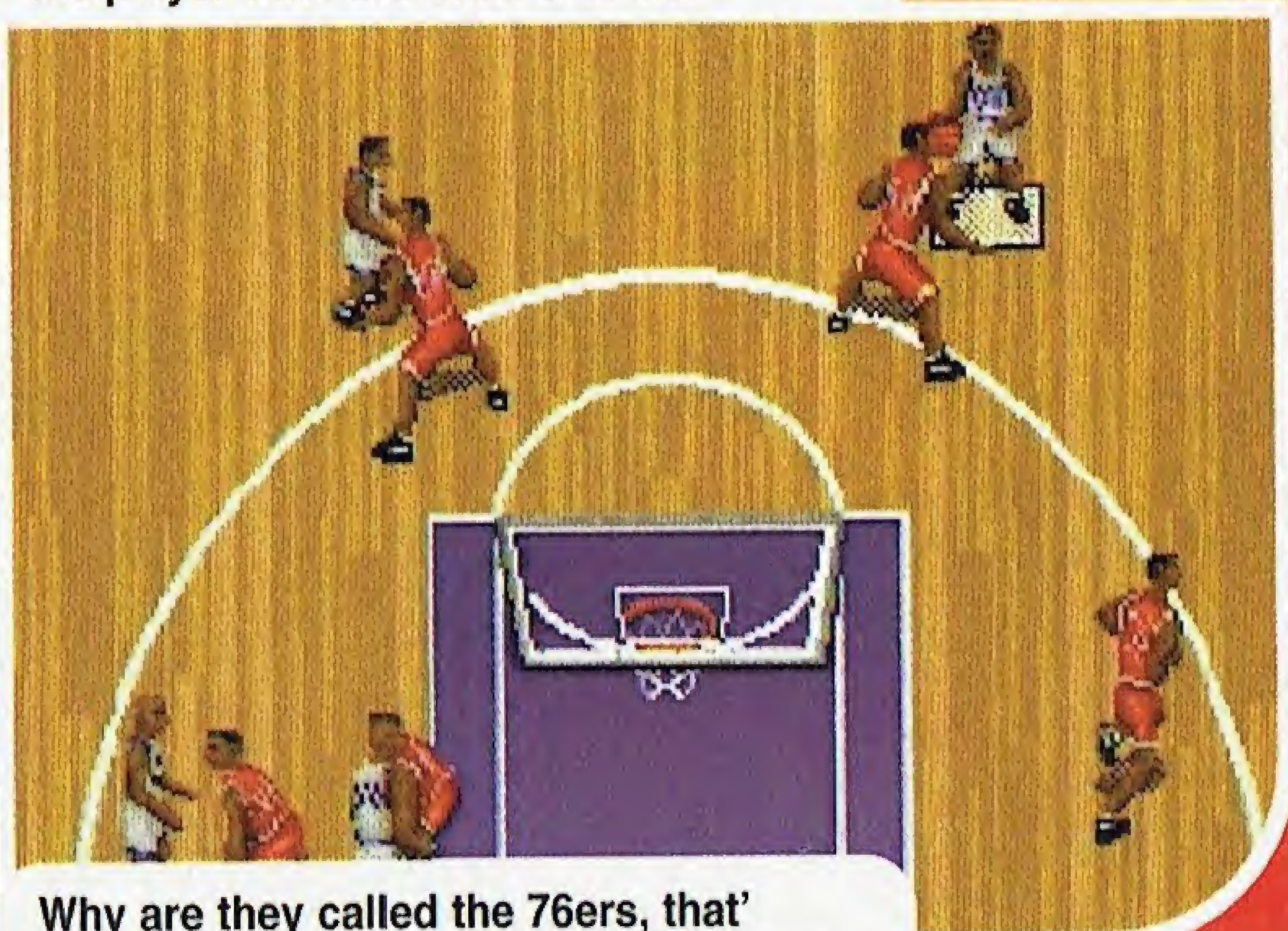
Final verdict

"Leave it well alone if you care for GOOD games. How this slipped through quality control is beyond me." Marcus

56 Percent



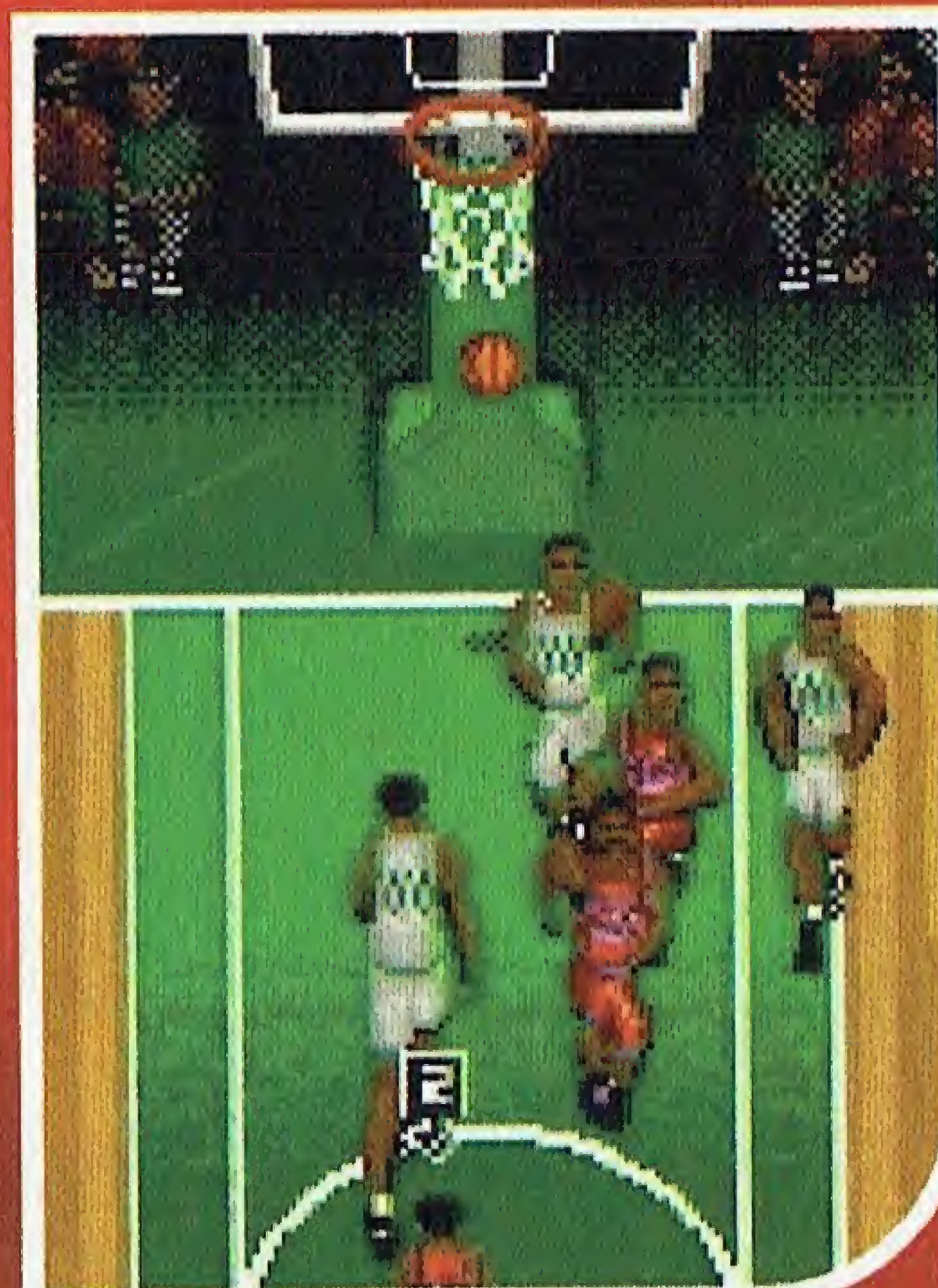
So - you view the floor from above, and the player from the side. Er... eh?



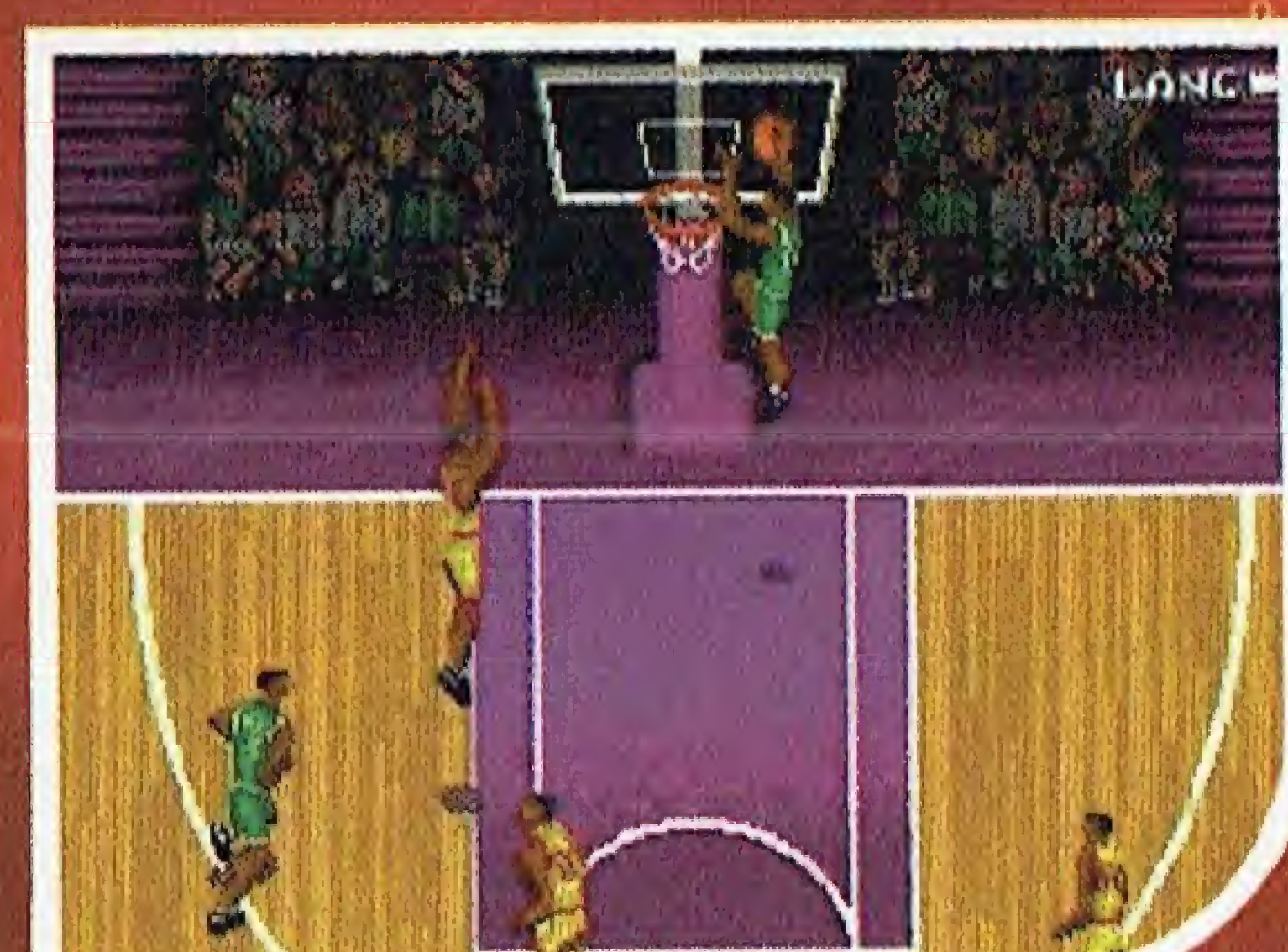
Why are they called the 76ers, that's what we'd like to know. And is it rude?



Another NBA basketball game that isn't as good as NBA Jam, in other words...



Cut out this screenshot, place an 'X' where you think the ball is, and you could win £££££.

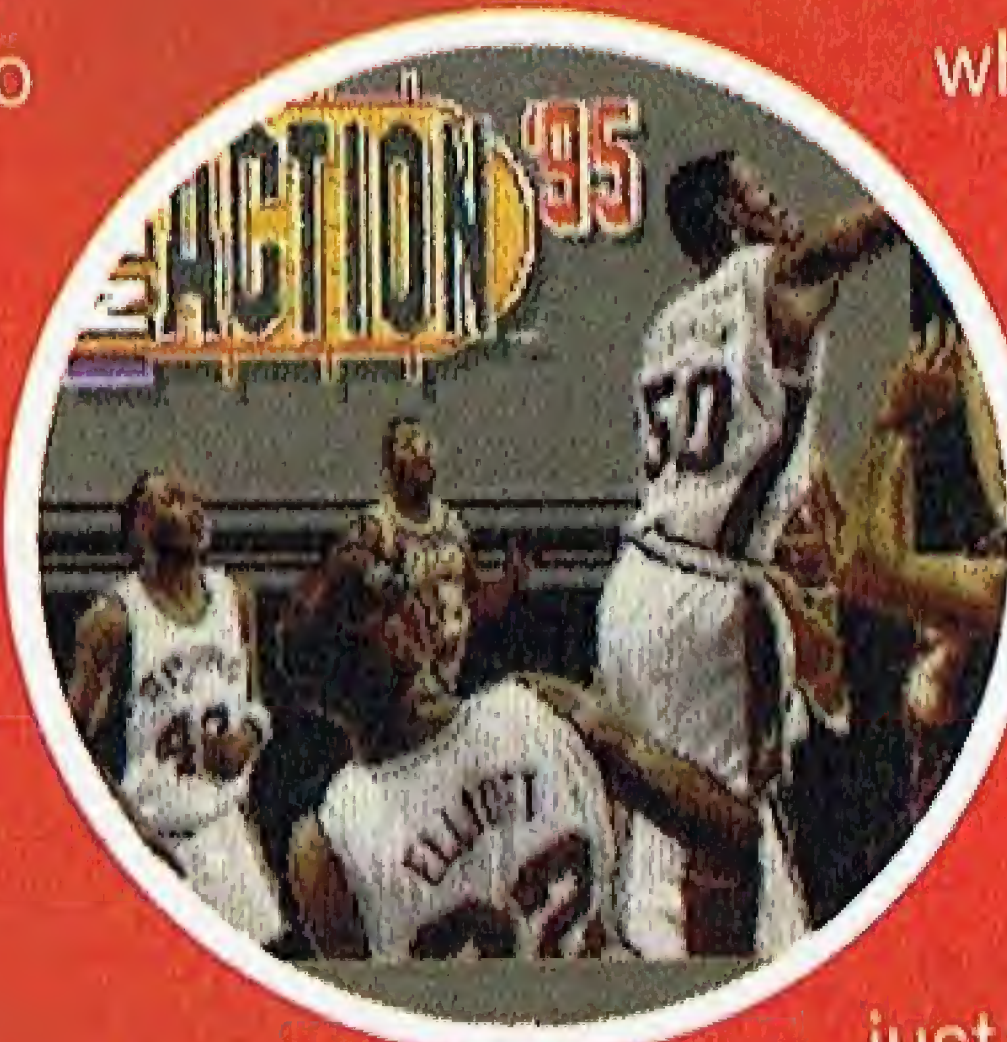


And the crowd go absolutely 100% bananas.

The main gripe with *NBA Action* is the ridiculous perspective. The court is viewed from above (and scrolls vertically) but the players are viewed from the side. The only way this would physically be possible was if all the players were wearing shoes with 90 degree angles soles, which is unlikely. (I think of footwear regularly.)

"Eh?" is therefore likely to be your thought when you load up the game for the first time. And even after you've got used to it, the conclusion "This is ridiculous" is still likely to linger at the back of your angelic mind.

What's more, there doesn't seem to be any way of choosing who you pass to, which instantly strips away around fifty percent of the strategy element. The speech samples are nice, but then crowds sound more like



Look. You can even see their little Nike trainers.

someone opening a bottle of Lemonade than an enthusiastic whooping audience.

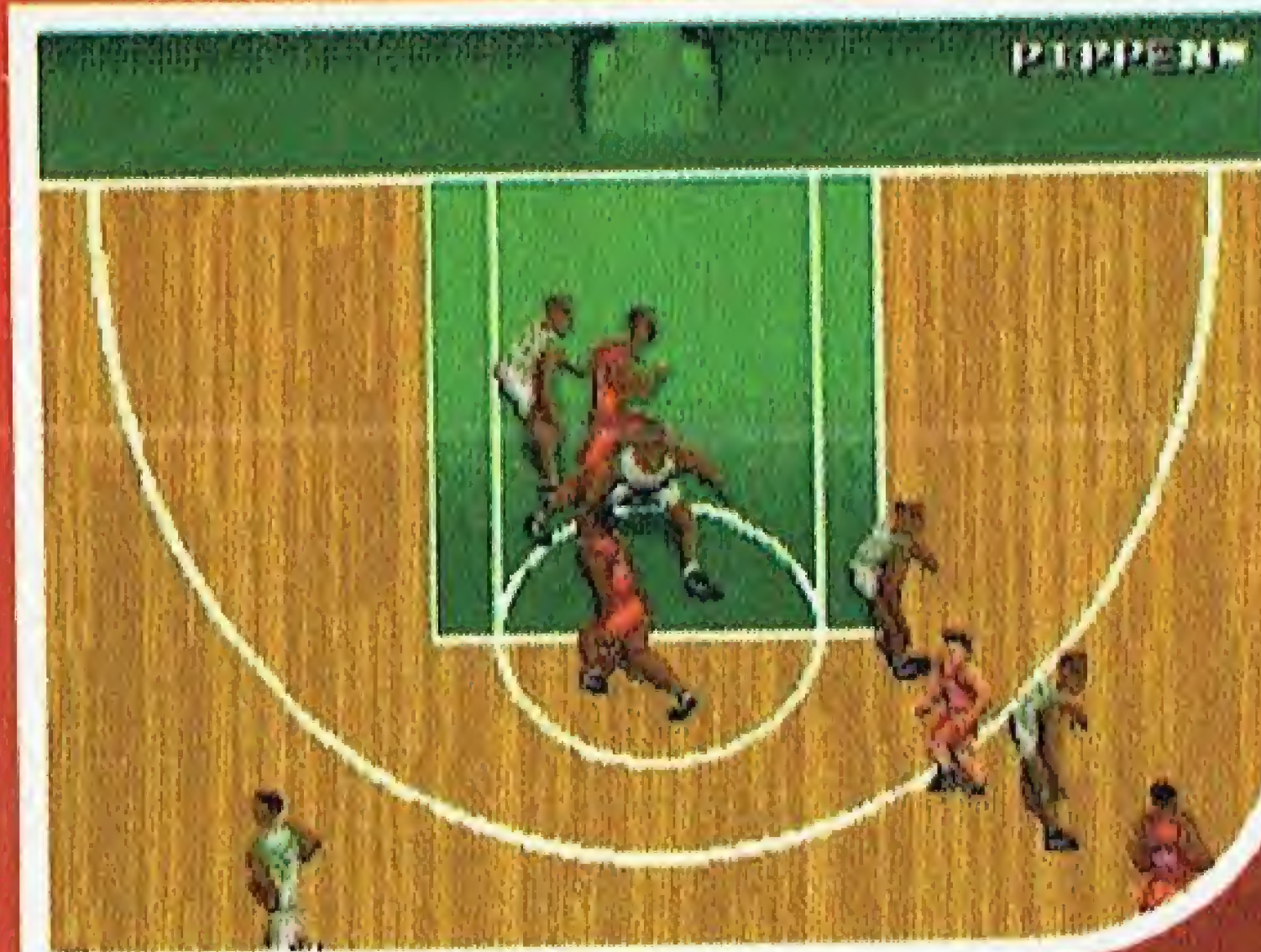
Whether you score when you shoot also seems rather too random an affair for comfort. Oh dear.

If offered a plate of biscuits, who'd pick a boring old Rich Tea when chocolate Hob-Nobs were also on

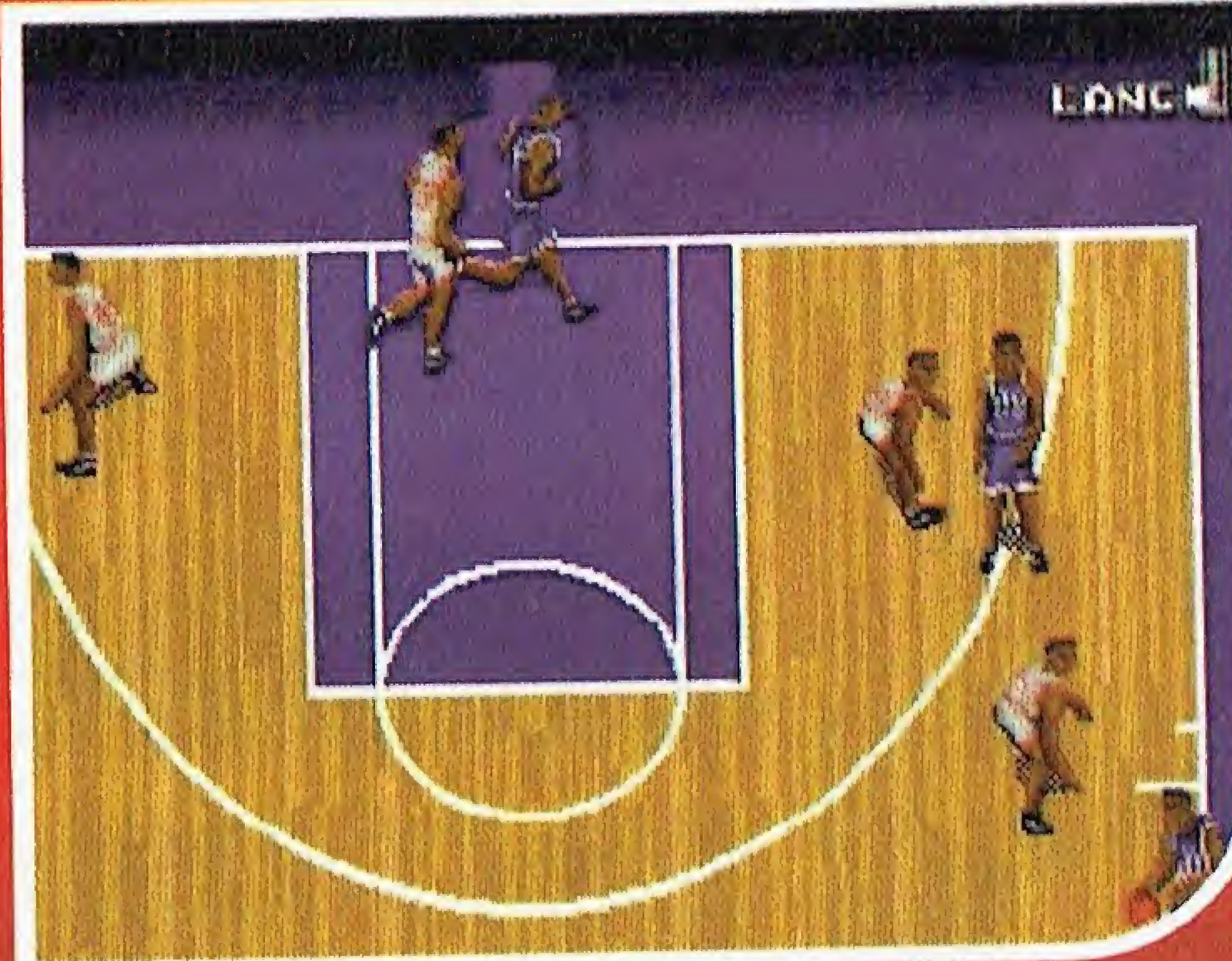
offer? Who'd watch the snooker when Absolutely Fabulous was on the other side? Who'd buy Chas and Dave's Greatest Hits when for the same money you could buy the new Bomb the Bass album?

No one, that's who. So, in just the same way (yes - just), who'd want to be playing *NBA Action* when they could be playing the superb *NBA Jam* (issue 65, 91%) instead? A bit of a laugh with two players, but severely lacking on your tod. I think the point is clear.

SEGA POWER



Hang on. That 'spot the ball' caption should have gone here.



What's that guy standing straight in the blue up to, then?

NBA Action

NBA Action

- ▲ It's a basketball game
- ▲ And they're always fun
- ▼ But the graphics are cack
- ▼ And so's the sound
- ▼ Oh dear, eh?

Graphics

5

Sound

4

Addiction

7

Lifespan

6

Power points

Release date June
Players 2
Perspective Odd
Difficulty Easy
Sega (0171) 373 3000

Final verdict

"Actually, I quite like Chas and Dave. But buy *NBA Jam* instead of this. Please."
Rich

65 Percent



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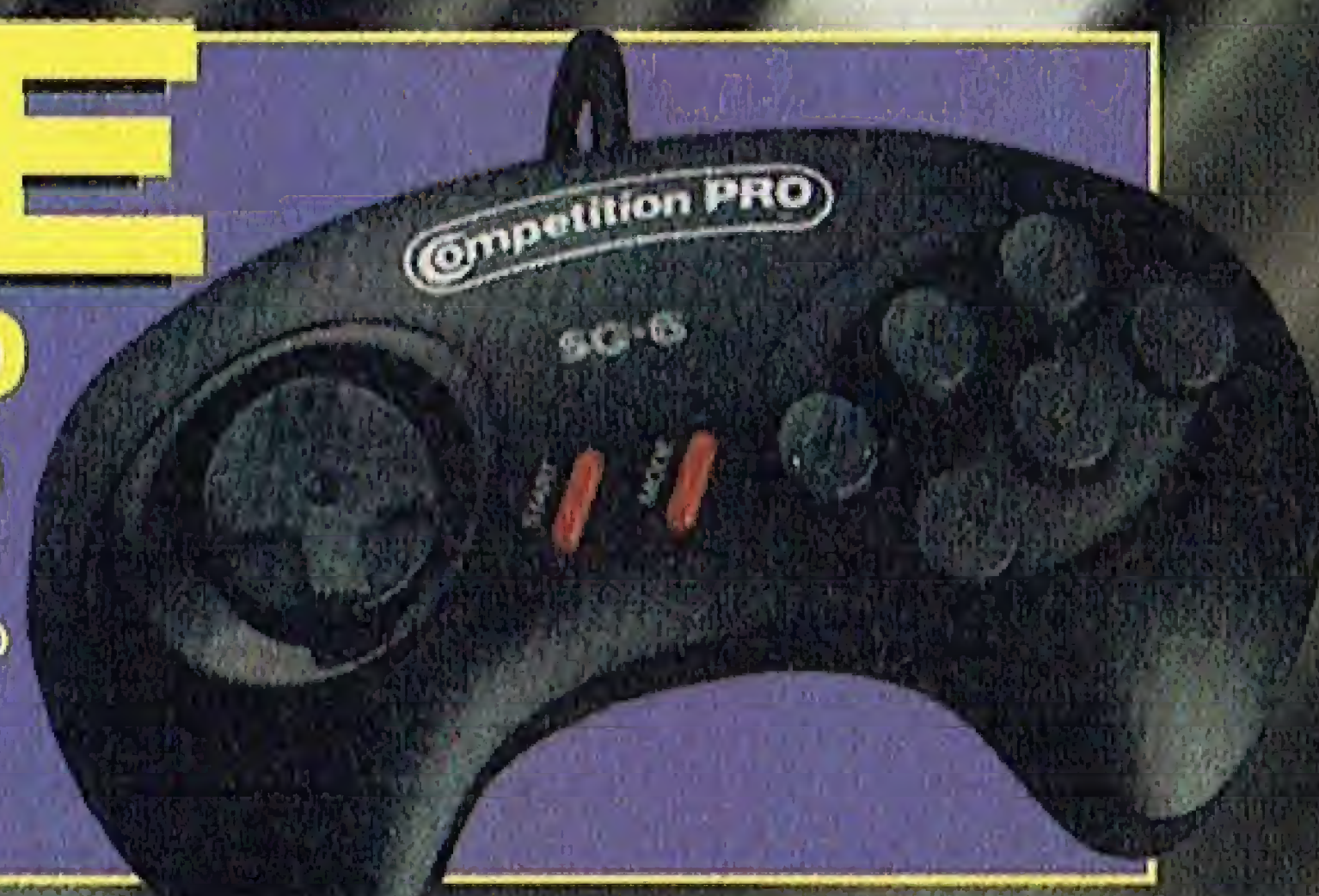
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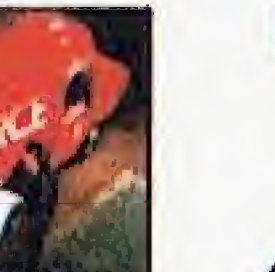
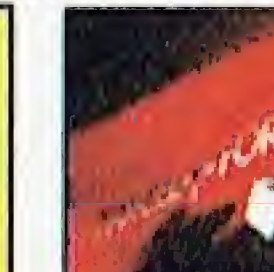
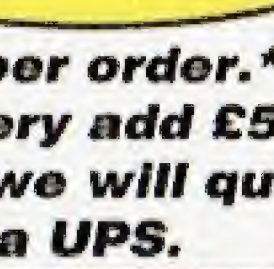
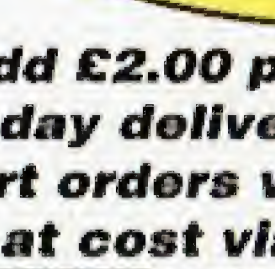
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Guest tipster of the month

POWER TIPS can save YOUR bacon on YOUR games-playing. Read POWER TIPS NOW and see how much better at gamesplaying YOU can get.

Read POWER TIPS, on pages 67 to 71 for an INSTANT quota of tips, even instant cheats. [Sits on desk and looks at staggeringly unattractive secretary.] Secretary: That's right. Man: [Crosses legs.] So Read POWER TIPS NOW, on pages 67 to 71. [Smiles weakly.] And see how much better at gamesplaying YOU can get. [Advert ends.] Er, basically, it's this bloke what does adverts. On the telly. Clever, aren't we...

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Only joking	haha
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Power

Go to work on a lard...

TIPS

Road Rash 3
You unruly bunch of frogspawn. We said it was average and then you buy it in droves. Cheats then.



Story of Thor - The Final Bit

Christ - if you were any good, you would've finished it by now...



Theme Park

Fancy yerself as an entrepreneur? No, neither do I. Dull, beardy life...

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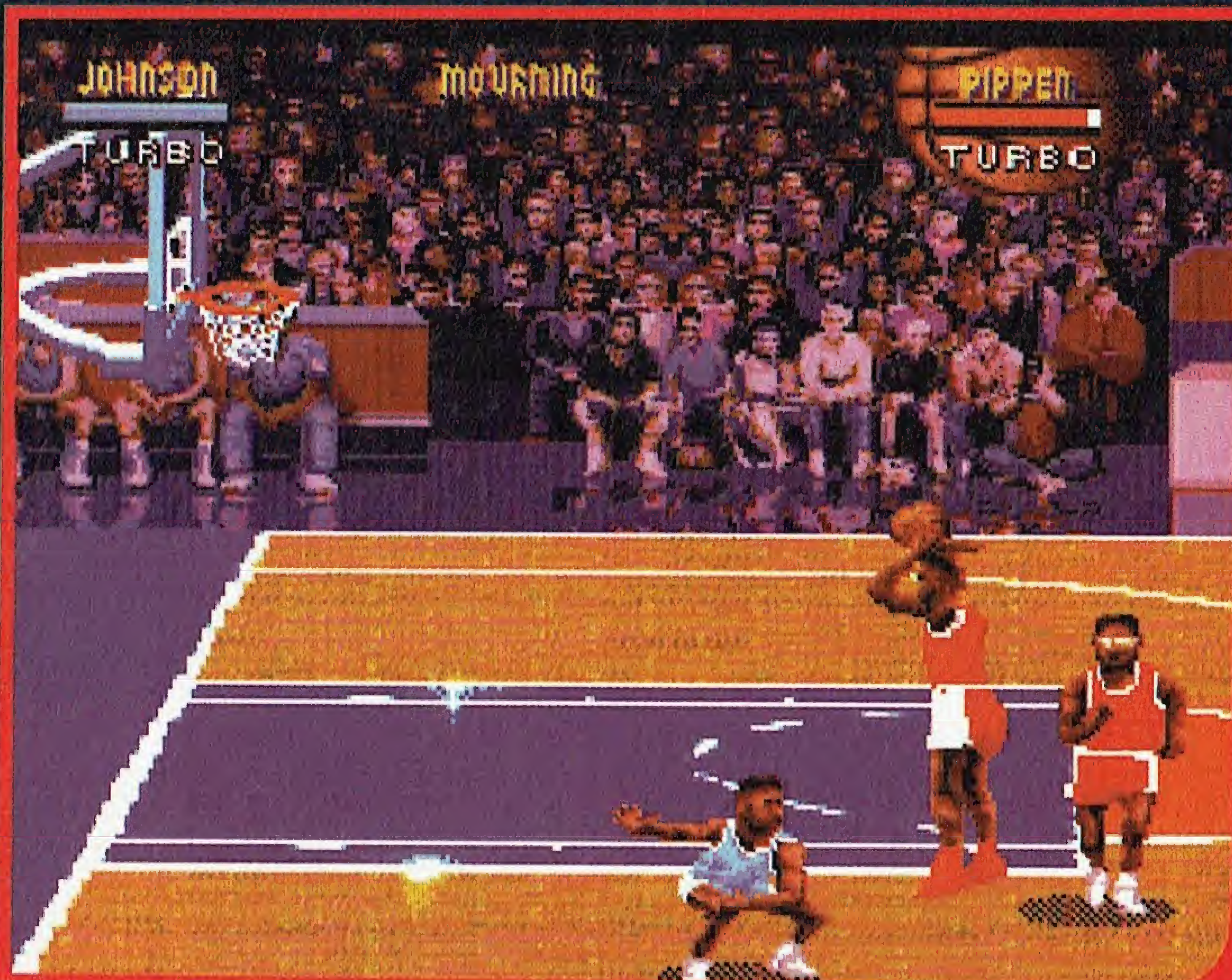
**Who's that fat person?
It's me! Barry Bethal!
Six months before I
started following the
Power Tips plan. YES!
It's easy with Power
Tips. You have a
delicious, nutritious**

**Question and Answers section for
breakfast, a whopping great
helping of Cheats and Hints for
lunch... AND A PROPER DINNER!
[Insert picture of one fish finger
and three small carrots.]**

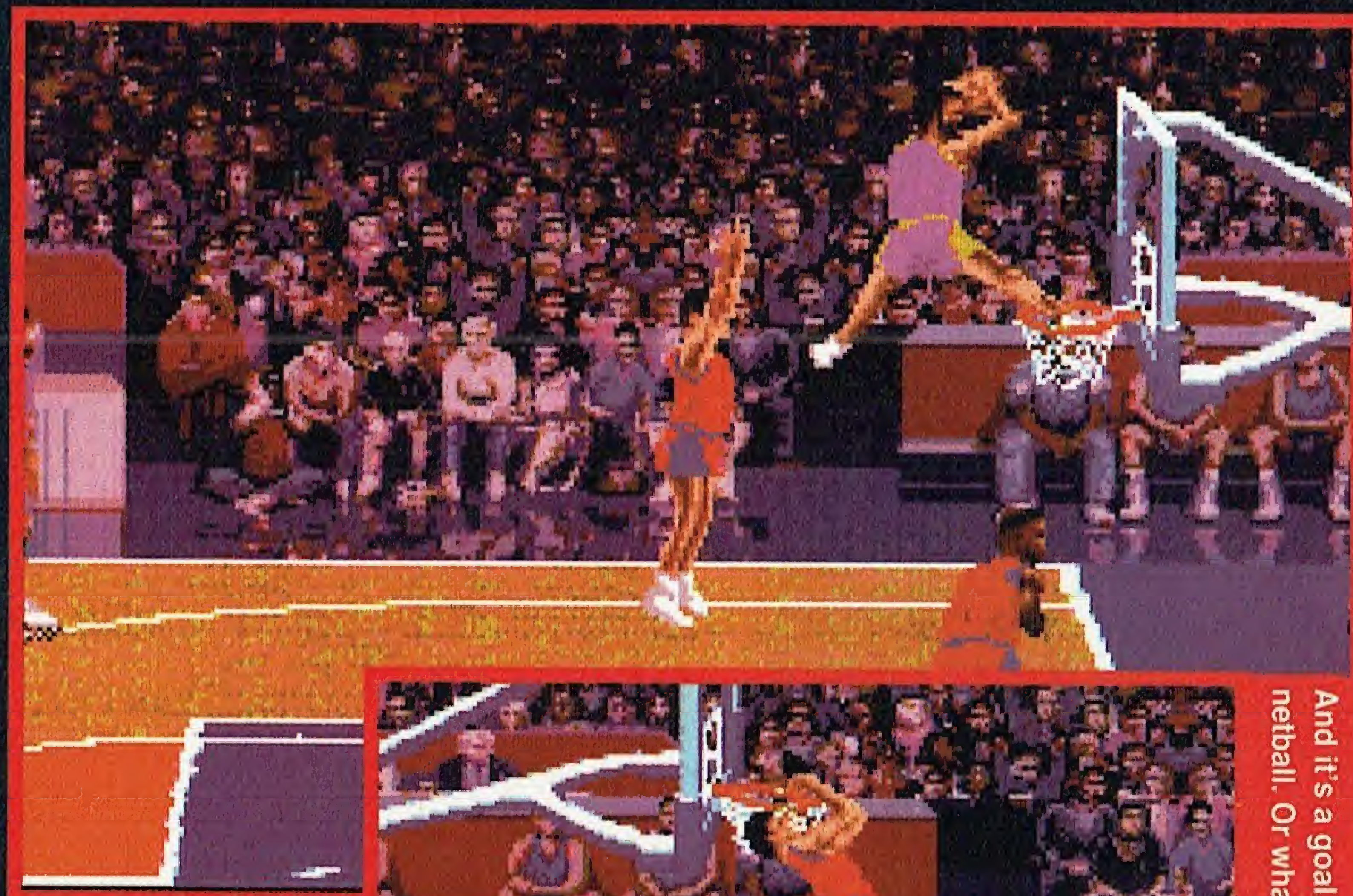
**Voice over: "Just give Power Tips a
try, and within two weeks we
guarantee your gamesplaying
problems will be quite literally
falling off. Just like Barry's gut."**

**Power
TIPS**

Q & A



They're doing it again. Can't anybody stop them? I mean, surely there's some sort of law against this sort of thing?



And it's a goal. Or whatever you call it in netball. Or whatever this game is.

NBA Jam

Mega Drive

On NBA Jam, I'm after some cheats. I

know all about the ones you do on the 'Tonight's Match-up' screen, that is to say the power-up defence, power-up turbo and 'Juice' mode ones, but apparently, right, there is also this cheat which allows you to do power-up dunks. Could you also please tell me anything you can about those so-called hidden characters? My friends have told me that there is a also a cheat where you can make your character much bigger, but I've got a feeling that they might be having me on here. Any ideas?

Matthew, London

A generous helping of cheats-a-day helps you work, rest and play. That's what I always reckon. Because.

Anyway. The power-up dunk is activated in a similar way to the other cheats you mention. You say you know all of the following:

Go to the Tonight's Match Up Screen and do the following to access the corresponding power-up modes...

Juice Mode: Tap any button (A, B or C) thirteen times, then

hold down B and C until the game screen appears.

Power Up Defence: Tap any button four times, then hold down A, B and C until the game screen appears. Like magic. And that.

Power Up Turbo: Tap any button five times, then hold down A, B and C until the game screen appears.

Something tells me I wouldn't want to be seen with these guys in public.



Intercept Power Up: Tap any button fifteen times and rotate the directional pad until the throw up.

Well, to do the Dunk Power Up, again on the Tonight's Match Up Screen, tap any button thirteen times and rotate the directional pad until the throw up. SIMPLE!

Whilst here's how to access them hidden characters.

Go to the screen where you are asked whether you wish to enter your initials for record keeping purposes, and select 'Yes'. Now enter the first two initials from the list on the other page, place the cursor over the third initial, but don't enter it.





And you say that, even at 40 degrees, you've still managed to shift the sort of stain that most other powders leave behind? Here, let me have a look.



Are you sure that this is the way to Scarborough Fair? It looks a bit rough to me. What, for example, on earth are those two people doing over there?

Was that a snake in your underpants or were you just... etc etc et bleedin cetera.



Instead, hold down, Start and the indicated button...

(1)Character then (2)Initials & (3) Button

Clinton	ARK	A
Gore	NET	B
Turmell	MJT	A
Rivett	RJR	C
Divita	SAL	C
Kabuki	QB	A
Air Dog	ÁIR	A
Chio Chow	CAR	C
Warren Moon	UW	A
Weasel	SAX	C
P-Funk	DIS	C
Scruffy	ROD	B

As for that 'making your character bigger' cheat. Sorry to have to tell you, Matthew, but it looks like your friend may well be pulling your leg, so to speak. But so long as you're happy with yer wash, then there's no need to worry.

STREETS OF RAGE 3

Mega Drive

How to you get to be Shive or Roo in *Streets of Rage part the Three*, mewonders?

Katy Illington, Suffolk

The secret characters says 'hot', but your collection of *Sega Power* back issues says 'not', eh? Here's what to do, Kate.

'Be' Shive - When you beat him, hold down B until the start of the next level. And there he ought to become your next continue.

'Be' Boo - Defeat Bruce before Roo, and Roo will run away. You can then choose him on your next continue. Ace!

JUNGLE BOOK

Game Gear

I was wondering if you could help me with *Jungle Book* on the Game Gear. Please help me. Are there any cheats that you know about to help me to victory?

Danny, Sheffield

Sure. Wait until the Disney logo fades from the screen, then press Up, Down, Up, Down, Left, Right, Left and Right. You should now be able to select your starting level by pressing Left and Right. Easy peasy.

REMEMBER: if you're getting grief from a game, write to Q&A, *Sega Power*, Future Publishing, 30 Monmouth Street, Bath, Avon, BA1 2BW. (Sorry, but we can't answer personal queries.)



[From left to right] A tree, a monkey swinging by its tail, some bees, and a man.

Violence never solves anything, you know. Well, not many things...



ANSWER ME!

Please, please, please, please, PLEASE can any body help the following pour souls who are floundering about in the dark somewhat? If you can, then write in - and if you're the first person to do so, we'll send you a prize of a cart and some washing powder. Roll on the saddos of dismal joypadding...

I have the game *Dracula Unleashed* on the Sega CD, but in spite of sever brain-racking, I just can't seem to work out the correct sequence to finish the game. A step-by-step sequence of what exactly I have to do would be lovely.

Bruno De Moraes, Rio De Janeiro

I have a bit of problem on *Terminator* on the Mega Drive. On the first level, I can get through the

tunnels to a big head which fires at you. But this does me in every time. How are you supposed to get past it?

Stephen King, Northants

Please help me with *Soleil* on the Mega Drive. I don't know what to do after I have defeated Livia at the Root Temple, nor can I locate the magic butterfly who is supposed to help direct your sword. Please help me, else I am entirely likely to go clinically insane. I will, you know.

Kasper Nesager-Hansen, Copenhagen

Think you can help these pitiful beings? Think they're worth yer time? Think we're filling up space? SHAZAM! You'll be swimming in a pool of your own tomatoes SOON...

Arrrrrgggghh. Okay, who removed the swimming pool?



I want to walk like you, talk like you, and wear red underpants like you.





Heneiken may refresh the parts that other beers cannot reach. Gillette may well be the best a man can get. Milky Ways may actually defy science by being light and fluffy enough as not to fill you up between meals. And maybe there is no quicker than a Quick Fit fitter. Hmmm...

But for tips and cheats you'd be hard pushed to find a section more useful than Sega Power's Power Tips. Eight out of ten owners, who expressed a preference, said that their brains preferred it. Truth, that.



Eeee. Eeeeeeeoooooww.
Eeeeeeeooooowwwwwwnnnnnnnnnn.
Beats my Mini metro, at least.

Enter your password as ILOVEU, with no spaces in between the letters. A message will appear informing you that the cheat has been activated, and you will then be able to start the game and cycle through the levels at will. Isn't that nice.

Entering the password as MUSEUM, on the other hand, will activate the Boss Rush mode, allowing you to challenge each boss one after the other. Why take two bottles into the shower when you can just *Ristar* and go? Er?

out to reveal a blonde-bobbed woman lying in said tub, eating a suitably suggestive-shaped bar of chocolate provocatively enough to have every male viewer wincing at the sight. From no-where, a bright green lizard appears and scurries past.

The camera pans back in on the woman's hands which are grasping some sort of small sponge, but which as we get closer, we can clearly make out as a Mega Drive joystick. Next to the dry side of the bath there is a small bedside table, on which is stacked a television, and a Mega Drive and a (guess!) 32X. She's playing *Virtua Racing Deluxe* And, by the looks of it, she knows her stuff.

In the enclosed area just before the bridge in the Bay Bridge Zone, for example, she turns sharply to the right and discovers

Virtua Racing Deluxe

That there 32X

A steam filled shot clears to reveal a naked foot massaging a tap of an old-fashioned style bath. The camera pans



Power Tips Cheats & Hints



Eating cheese or chocolate before bed time gives you nightmares, you know.

[Cut to cleverly-filmed but annoyingly-unrevealing, foamy follicled shower scene.]

Don't ask me how, but this great new shampoo somehow neutralises the irritating microbes that cause dandruff whilst washing it at the same time, leaving my hair clean, shiny, manageable, and looking great.

[Back in busy bustling studio, model flicks hair. Blonde, similarly long-haired male 'extra' flicks his locks and looks on droolingly.]

So now all I have to worry about is my lines. And, of course, getting anywhere in *Ristar*...

Ristar

Mega Drive

On TV, everybody notices your hair, so dandruff would be HEADLINE NEWS. So my stylist grabbed my arm and twisted it until I agreed to try this great new 2 in 1 shampoo.





Passport. Money. Tickets. Underpants. Shields? Oh no - forgot to pack those...

that the course in fact bends a way that she never noticed before. She hangs a major right again and ends up in a huge grey field.

In the Sand Park Zone, she then does a 180 and pegs it for no apparent reason the wrong way around the track. When she comes up against one of the forks in the road, however, she spies (for no useful but maximum train-spotter scoring points) a large yellow sign that says 'KNUCKLES'.

And finally, even though she has in fact read about it before in a previous issue of *Sega Power*, she decides to show the world (in case it missed it first time round) how to potentially double Racing's lifespan by reversing a whole load of the tracks.

She selects either Normal or Hard mode and starts by winning a race on each of the five tracks. The necessary five trophies in her possession, she then returns to the Mode Select screen, places the cursor in the Options square, and presses Right on Player One's joystick. A mirror-image of the words *Virtua Racing* appears, and by clicking on this, a whole load of new fun opens up. This is a good thing.

[The camera pans out of the room, until two massive oak doors close directly in front of the camera, blocking out our view for good.]

Peter Velvet voice over: *Virtua Racing* - The crumbliest, flakiest, zappiest racing game in the world...



Hairdriers are getting more and more elaborate these days. THEY ARE!



STAR WARS ARCADE

32X

Beastly Blackcurrant? Ghastly grass? Keep running out of time on this sort-of-ace shoot-'em-up? No, shtoopid, that's far too much for some washing powders and detergents to cope with.

You need some sort of time-busting cheat that allows to you to defeat the Empire and bring the name of the Rebels to justice, with built in stain-digestors that really get to the heart of the wash. You need a new-improved word from those in the know at *Sega Power*.

Soak the offending item in a bowl-full of salt water, pause the game (you'll need a six button controller to be able to do this because there is no way of pausing the game on a three button) then press:

Down, B, B, Up, Right, Left - to freeze the timer.

Left, Down, A, C, Down, Up - to reset the timer.

Up, Right, Left, A, Down, C - to test the sound. For some reason.

And if that cheat isn't entirely to your satisfaction, we'll happily swop it Danny Baker-style for, er, Danny Baker? NO!

Bloodshot

Mega Drive

[An expensive black suit leaps parachute-less a good thirty feet out of a plane and lands safely in the snow at the top of a mountain. Pulling out a pair of fold-up skis from his haversack, he skis at an alarmingly high speed down a dangerously steep slope, coming to an almighty halt at the the top of a sheer cliff face. And that.

Promptly, he absails down, jogs over a darkened moor, swims a crocodile-infested moat and scales the sides of a castle. He enters a sweaty bedroom, the curtains billowing in the wind, approaches a plush four-postered bed and leaves a box of chocolates, and a small mysterious piece of

paper before diving headlong out of the window.]

Voice over: And all because the lady can't get off level one of the *Doom*-like shooter, *Bloodshot*...

Pause the game, and enter the following cheat codes:

Up, A, Up, A, A, Down - To skip a level

Down, Down, B, C, Up, Up - For the Red key

Up, Up, B, C, Down, Down - For the Yellow key

C, C, B, A, Down, Down - For maximum oxygen

B, B, B, Right, Down, Left - For full Ammo

Left, Right, C, A, B, Right - For the Ricochet

A, A, Left, Right, Left, Right - For the Lock-on

Left, B, C, Down, Down, Right - For the BFG stylee Cannon

C, Up, Up, Right, Right, A - For the Rapid Fire

A, A, A, Right, A, Right - For the Tribolt

Up, Right, Down, Left, Up, Right - For the Piercer

Up, Down, Up, Right, B, C - For the Grenade

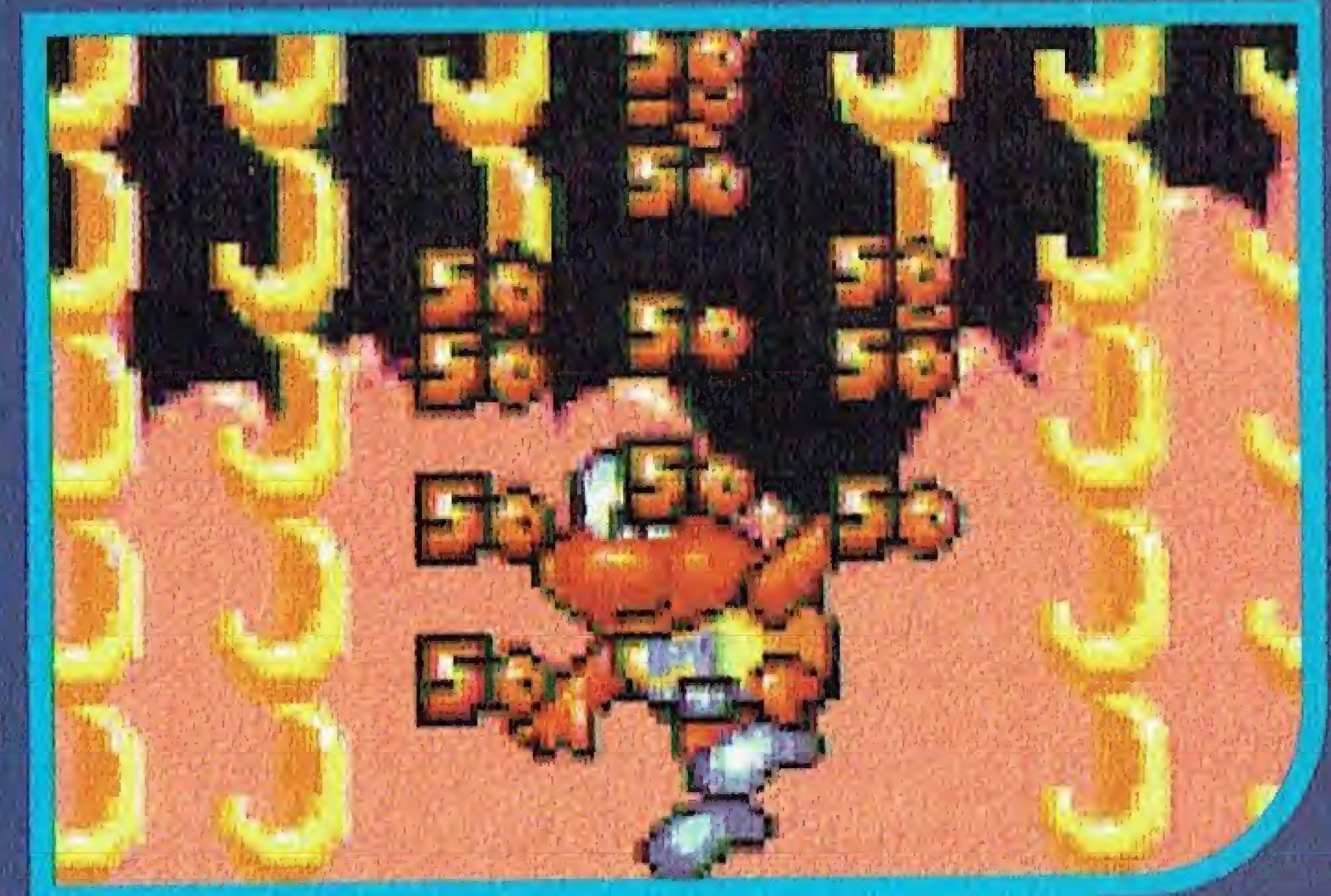
Up, B, Up, A, B, B - For the Spray

James Pond 3

Game Gear

Where there is light, there is dark.

Where there is loud, there is quiet. And



Twelve fifties are six hundred. Lucky I've learnt my fifty times table. ISN'T IT KIDS.

where there is order, there is chaos. So to fully appreciate what is good, one must also sample what is wicked...

[Dips finger in yoghurt, phwoar, gizza sniff, etc etc.]

So what I'm trying to say is that to make sure you get your full money's worth in *James Pond Three*, maybe you ought to have a pog at this nifty little level-accessing cheat.

On the password screen, enter the following as the four first icons: Red Cheese, Yellow Mouse, Green Cat, Blue Dog.

Followed by any combination of the following:

Red Fish - Invulnerability

Red Heart - Infinite Lives

Red Book - Open Map (all levels access)

Then exit the password screen, and you'll be away.

Lion King

Mega Drive

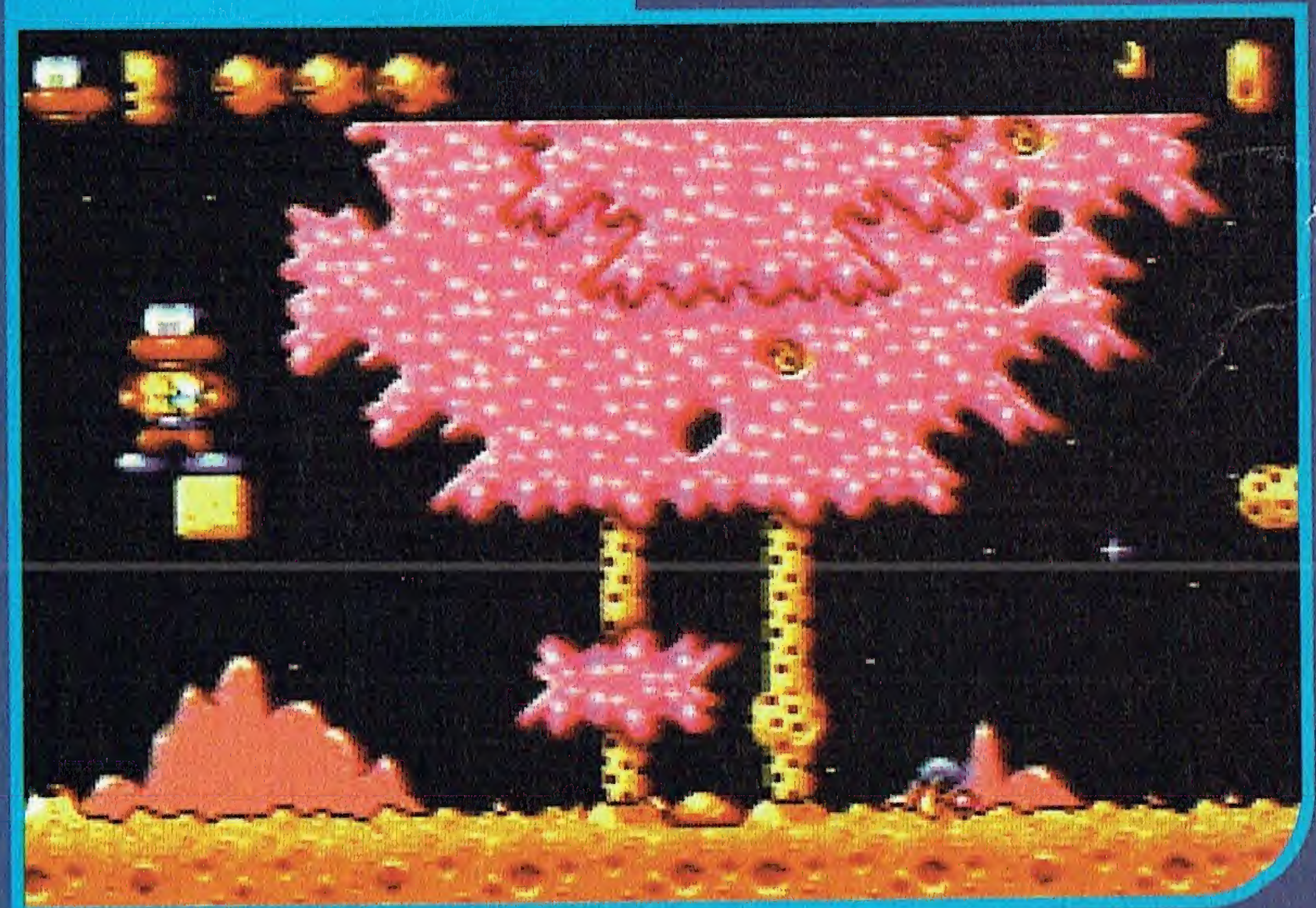
Du vin? Du Pain? Un cheat pour Lionking? Er, baguettes and that.

Go to the options screen and put the difficulty on easy. Now go to the sound test, chose 'Be Prepared', play for around three seconds and then exit. Back at the options screen, press Left, Right, Left, Right, Left, Right, A, B and C. Then, just as things are about to get going, press Left, Right, Left, Right, Up, Down,



Okay, but when's the last time YOU saw a fish in a pair of blue Dr Martens?

Suprisingly light and bright for night time, don't you think?



A, B and C. And - hey presto - you'll be rewarded with eight Simbas. Jolly!

Skeleton Krew

Mega Drive

[The scene: A studio is set up with a white background and a white wall to give the illusion that everything is taking place in a void. A clown walks out of make-up, swigging from a whisky bottle, puts it down, and walks onto set. Yes.

A collection of six and seven year olds are lined up on a musical stave that has been painted onto the floor, wearing identical white T-shirts and carrying various coloured umbrellas. The camera starts to roll.]

Clown: Hey Kids! Let's all sing the *Skeleton Krew* song! When the sun comes out to stay/When the kids go out to play/When the birds come out to stay
First child: Whimper.

Second racially-aware child of ethnic minority: There's nothing quite like a...
Third child: CHEAT FOR *SKELETON KREW*. (I am *CONFUSED* - Simon.)

Pause the game and enter CULLBARDCLUB. The screen should flash. Now pause and hold down button A whilst pressing Left/Right to advance up or down a level. As we say at *SP*, you got it. (But we *DON'T*... - Dean.)



This is Boogerman, star of a game that nobody bought. HAHA!

Boogerman

Mega Drive

[Good looking man sits down in barber's chair, whilst super model-like woman sexily tucks a sheet 'round the back of his neck, massaging his neck gently as she goes. Man closes his eyes in bliss, only to be promptly brought back to earth by a fat sweating male barber with gelled-back spiky hair.

Fat sweating male hairdresser: So what's it to be Sir?

Man: Er, just a trim, please.

FSMH: You could have your hair cut like Lionel Blair.

Man: But Lionel Blair doesn't have his hair cut like that.

FSMH: (Chuckle.) He does if he comes here. Oh HAHAHAHAHA.

Voice over: Time for a sharp exit. Time for a cool set of cheats for *Boogerman*.

To access the following levels, go to the password screen, go to the four character sequence, and press Start.

Level two: Puss creature, Scab Creature, Fart Goblin, Boogerman
Revolta Boss: Troll, Miner Goblin, Nose Goblin, Fart Goblin
Level three: Nose Goblin, Scab Creature, Fart Ghost, Troll
Deorder Ant Boss: Fart Ghost, Scab Creature, Troll, Miner Goblin
Level four: Nose Goblin, Puss Creature, Ogre, Scab Creature
Level five: Scab Creature, Fart Ghost, Abdominal Sewer Man, Boogerman
Flyboy Boss: Boogerman, Puss Creature, Miner Goblin, Scab Creature
Level six: Puss Creature, Boogerman, Fart Ghost, Puss Creature
Boogermeister Boss: Puss Creature, Abdominal Sewer Man Boogerman, Miner Goblin

[Next scene, in bar.] Lionel Blair: Pint of lager please, chief!
Man: Oh, shut up you chimp.

AFTERBURNER

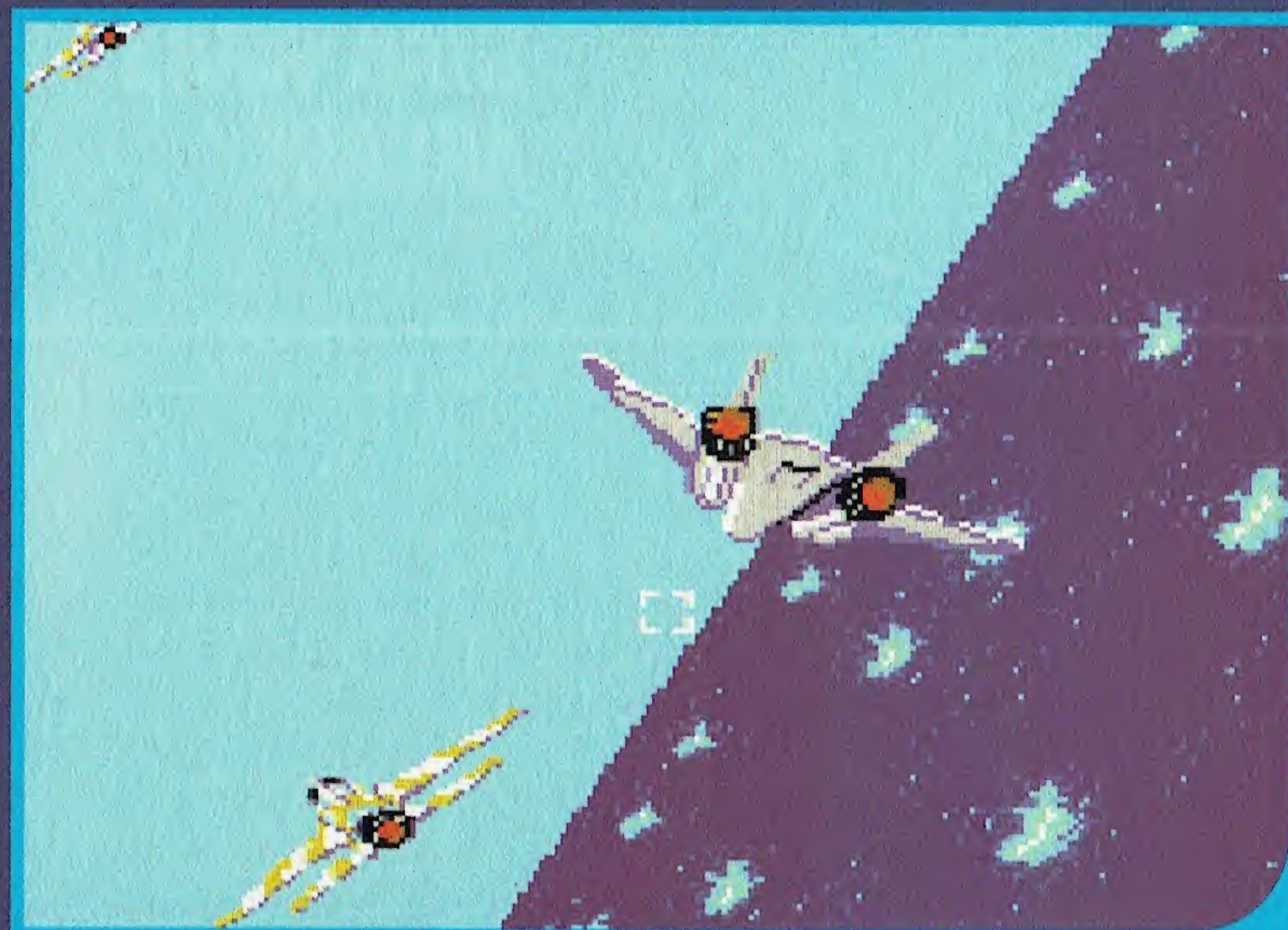
32X

Take two eggs, break into a large bowl, and beat. Sieve in 6oz of flour, add half a pound of butter, 2oz of sugar and a splash of milk. Spoon the lot into a shallow cake tin, shove it in an oven and leave it for seventy four hours. Meanwhile, take half a pint of double cream and whisk.

Now, because the whole sodding lot has been burnt to a crisp, open up a tin of pineapple chunks, and step in 'em with a generous helping of *Afterburner* cheats. Or something.

At the Sega opening, press A, C and Start on the second joypad. You'll hear

After they've burnt what, that's what I'd like to know. NO, REALLY. MY LIFE DEPENDS ON SUCH INFORMATION.



Goodbye blue sky. This good weather is bound not to last, you know.

a voice. Then at the title screen, press A, B, C and Start on pad one. You will enter a screen with options like "CRL Test", "Book keeping" and "Memory Test", proving that this is a 100% direct arcade port. And there you go. Miles nearer, smiles better. Oh honestly...

NBA LIVE 95

Mega Drive

First man: Onions?

Second man (through a mouthful of the very vegetable): Yeah, I love 'em.

First man: But isn't your girl friend going to be arriving in a minute? She's gonna love your onion breath.

Second man: Not to worry. I've got a great little cheat for NBA Live '95. So hopefully she'll be so impressed by that, that she won't notice the evil stink farting out of me gob...

Start a game, get the ball, press and hold button A then press START. This

will freeze every other player, and allow you to practice your shooting with a shot percentage meter that appears in the upper left corner of the screen. And once you've had enough of that, you can press A and Start to get the game proper going again. How's that for size? Great to chew - even better to share.

VIRTUA FIGHTER

Saturn

Nicole? Papa? A cheat to enable you to play the last boss, Dural?

You betcha cotton monkey.

Begin a new game, then enter Down, Up, Right, and A and Left. You should hear a whooshing noise to confirm that you have chosen Dural.

He's extremely quick (HE IS!) and has many of each characters' moves.

Also, to change the size of the ring and to allow you to select the stage, at the title screen where "Press start Button" are flashing, press Up twelve times, press Start and enter options. You should hear the "KO" sample.

Highlight 'exit' in the options and press Down and A at the same time. Never know - this might be of use to you in about six month's time when the game comes out. CAN'T WAIT, CAN YOU?

SEGA POWER



ROAD RASH 3



Here's yer BLUR cheat in action. The bike can reach up to 210 mph, but don't think you've got it easy, as the bike's extremely hard to corner. See for yourself, Herbert.

Players guide? Schmayers guide. Here are yer cheats for Rash 3.

These here things are codes for the very nice and square-shaped *Road Rash 3*. Apparently you've got to enter these codes on the title screen with the D-Pad and A, B and C buttons. If the game accepts the code, you'll hear a revving engine noise. If you don't hear the noise, then I think it's safe to presume that the cheat hasn't worked and you should try it all again.

ABRACADABRA

This is the toppity-top-levely-sexyfruity-bustly cheat that gives you everything - including world peace and endless sunshine. Also, and still fairly important is the fact this cheat gives you lots of bike things and money and weapons and that. Aren't we generous.

CLUB

This'll give you \$1100, club, chain and nun-chukas. Starting on a nice level.

RAD

Wiggling your digits in this direction will let you choose any weapons and also increase the aggressiveness of the opponents. Nice.

BLUR

Select-poopingly in a very 'real' way. In monkey



The last time I was on a motorbike, I drove into the roof of Cheryl Baker's mouth. (I'm hot, I'm tired, I want to be outside eating insect lollypops. YARM YARM.)

terms, this will 'allow' you a bike that GOES OVER 210 MPH! DO IT!

UDDR

Not entirely sure, but hey, why not experiment with it, write it down and give it to your parents.

LABRADR

Erm, well, the title sounds a bit like a breed of dog, but without the 'O'. And it does something... nitro surprising.

DUBU

Again, this one's a bit of a mystery, but when you find out what it does, celebrate by having the word 'LUMPS' tattooed to your forehead.

ACLU

When you put this in, you'll get more money than both your parents AND grandparents put

together and you'll start on level two and you'll get a new bike and you'll get nitros for it and you can steal bikes and you can stay up late and you can do lots of other things that either your parents won't let you do, or you're too young to do. Thank you, goodnight.

Oh, just to confuse you - and to make us snigger a little bit - the cheats won't work UNLESS you use a joystick in the SECOND port. Sorry. Should have said earlier. HAHAAHAHAHAHA! Oink!

"Me from China, me play joke, me put wee wee in your coke!"
(I've waited to do that caption for years, you know. Oh, it's Japan isn't it? Bums...)

A quick steerer with a frame that begs the stress of nitro.



THIS BAD BOY IS YOURS!

CORSAIR 600 N STILETTO 900 N
KAMAKAZI 750 N DIABLO 1000 N
BANZAI 750 1100 EXIT

See, we go and say that this game is, you know, aalright, not brilliant, and then you lot go out and riot-buy the thing. PROOF! You don't listen to a word we say, do you?



nitro and a fishy frame make it hard to hold a line at speed.



THIS BAD BOY IS YOURS!

CORSAIR 600 N STILETTO 900 N
KAMAKAZI 750 N DIABLO 1000 N
BANZAI 750 1100 EXIT

Hop onboard and open up a 5 gallon jug o' whupass on the competition.



COST \$50000
HP ???
LBS ???

(IT'S YOURS)
CASH+TRADE \$28330

DIABLO 750
DMG 1000
EXIT

This bike, this secret bike, this hidden BLUR bike, is soooooo fast, right, that it goes, like, er, REALLY FAST! Oh, crapcrapCRAP...

A nitro-gulping monster. Heard that there Supergrass album yet? We have. We got it a month early. ACE it is. Seen 'em live I have. And you're not impressed are you?

The Story

Power Tips - Final Part

*You've defeated Dlazop, Elf King of Quality Underwear, and you're nearing 'thuh end'. Finish? Yes! Final the part! And of a snake! **CONFUSED!***

CHAPTER TEN



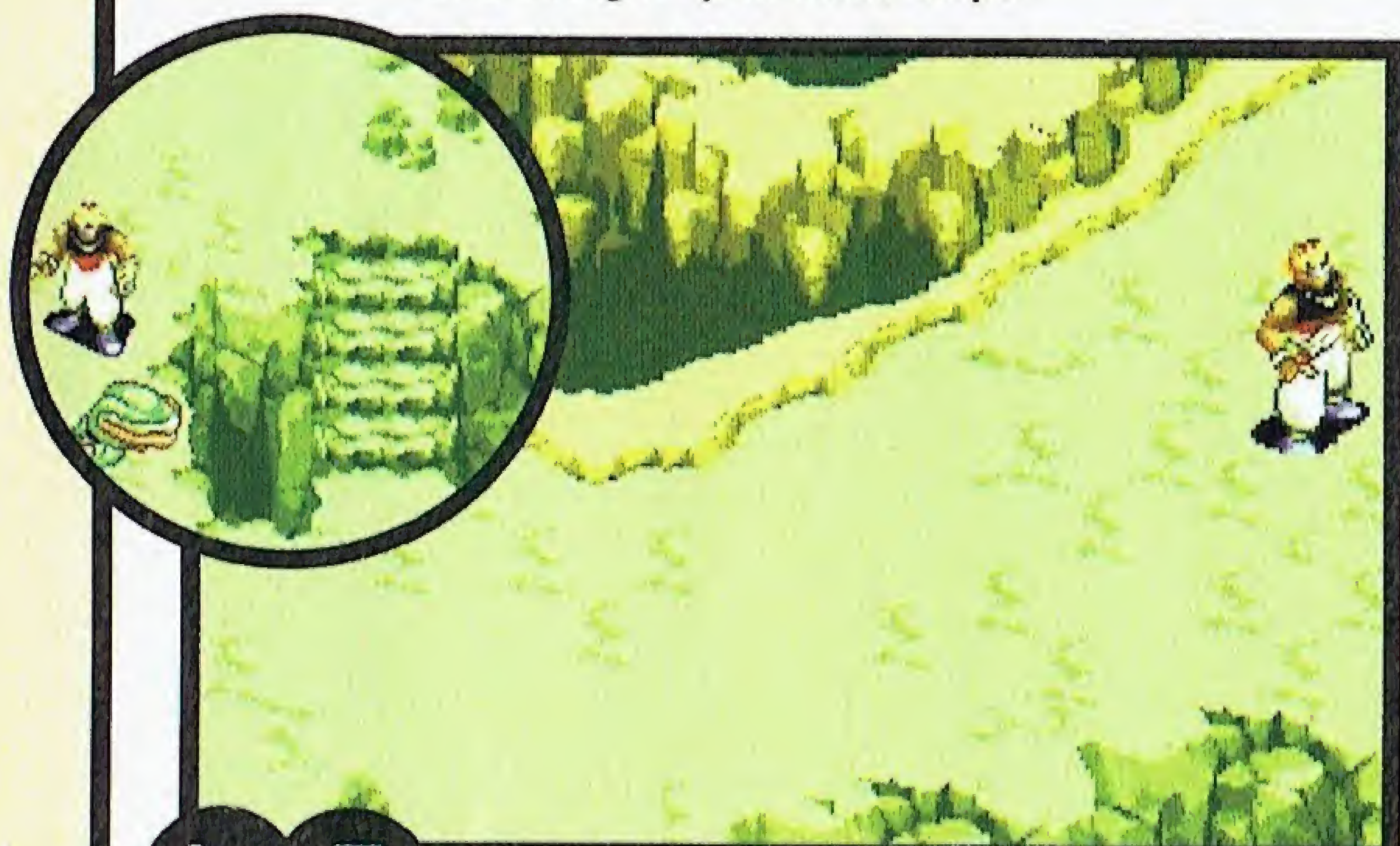
1 From your talk with the King, head left out of the city and straight up to these steps.



2 You can collect this gem by dropping off the ledge and walking back down. Yes?



3 When you find the black crystal, blast it with your armet to summon the shade. Sense?



6 & 7 Head to the plant and change elementals, before going left and up to the caves.



8 At the cave entrance, hand over the cube to evil one, then go onwards.



9 Fairly tricky, this. You have to run up and dodge into the alcoves to avoid being crushed.



12 Switch to water before exploring any further into the darkness. Because you HAVE TO.



13 & 14 Keep switching elementals to continue through the dungeon.



15 In this area, use your missile weapons on the guards as they are a bit too hard. **THEY ARE!**



18 To get the chest beyond the next set of blocks, you need the shade, which is in the large room.



19 Once past the red door, head up and right over the oil, then light this lamp. Obey, dwarfed organ!



20 In the next room, get the death sword and take a note of the elements. I AM (guess!) I-R-O-N M-A-N!

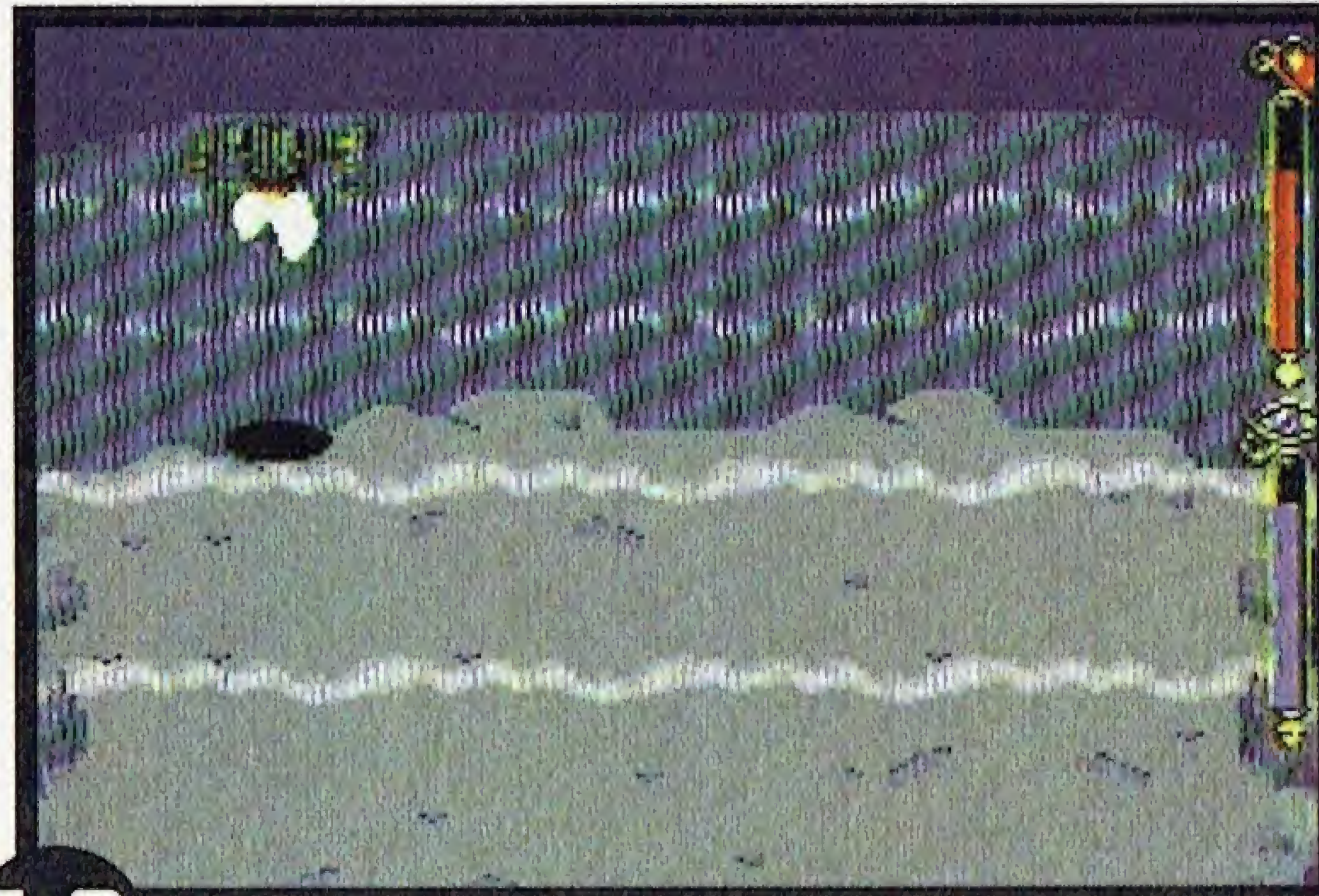
of Thor



4 Search the mountain-side thoroughly to collect these gems - to power up your somethingorother.



5 At the top of the mountain, you have to head right across the ledges, via your shade.



10 In the next large room, don't worry about the waterfall, just run and jump down it.



11 If you've kept your plant elemental, then you can use it to easily kill these worms. I LIKE SALT.



16 At the first junction on the right, step on the pads to get the chests. DO YOU HAVE THE TIME?



17 Head down and use your bombs on the blocks to get up the stairs. It's raining VINEGAR!



21 Now step on the pads in order, starting with the centre and then through the elements.

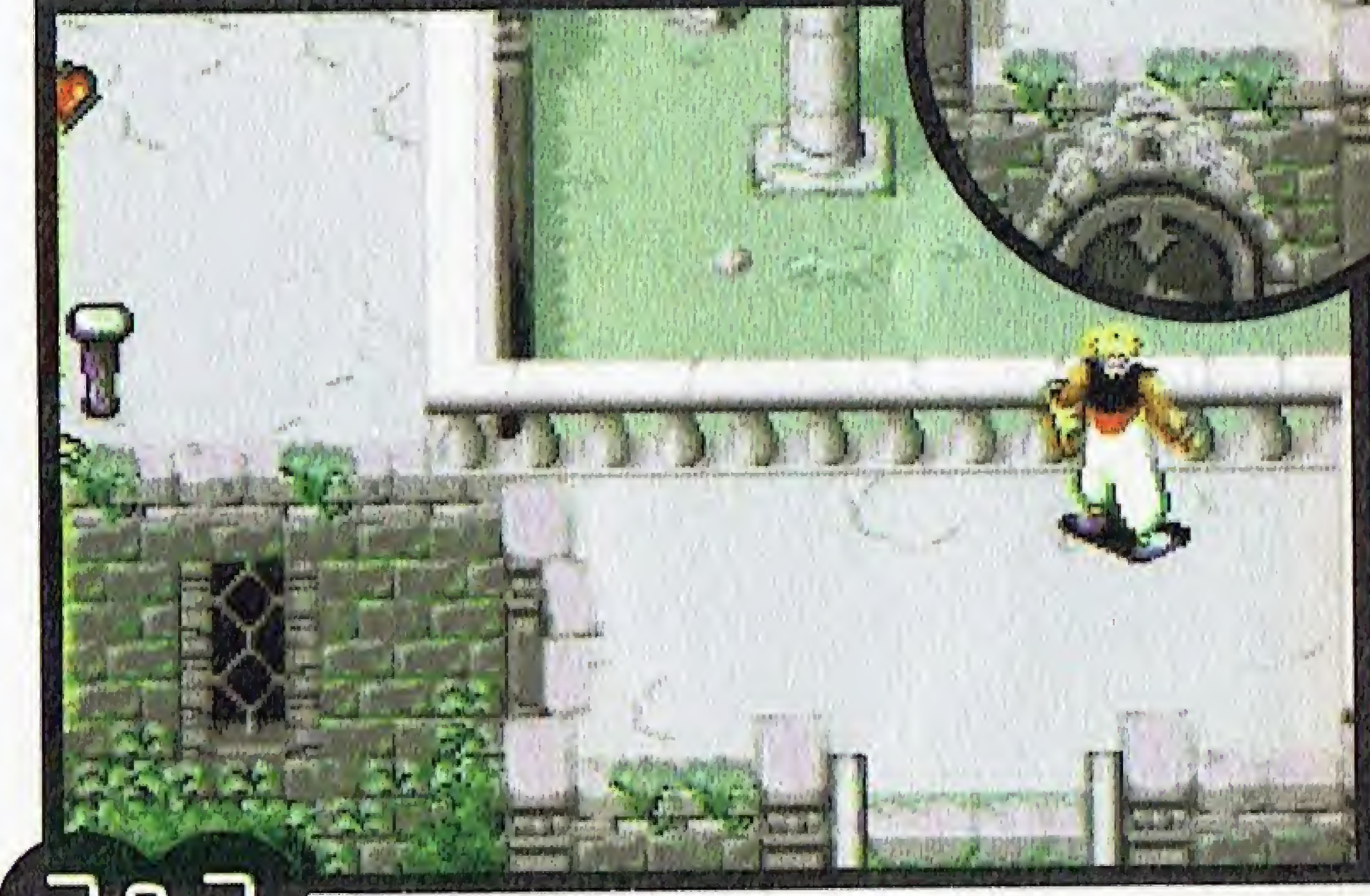


22 Switch to the water elemental for healing. Choose the Death Sword and smack the Mystic Eye. OOF!

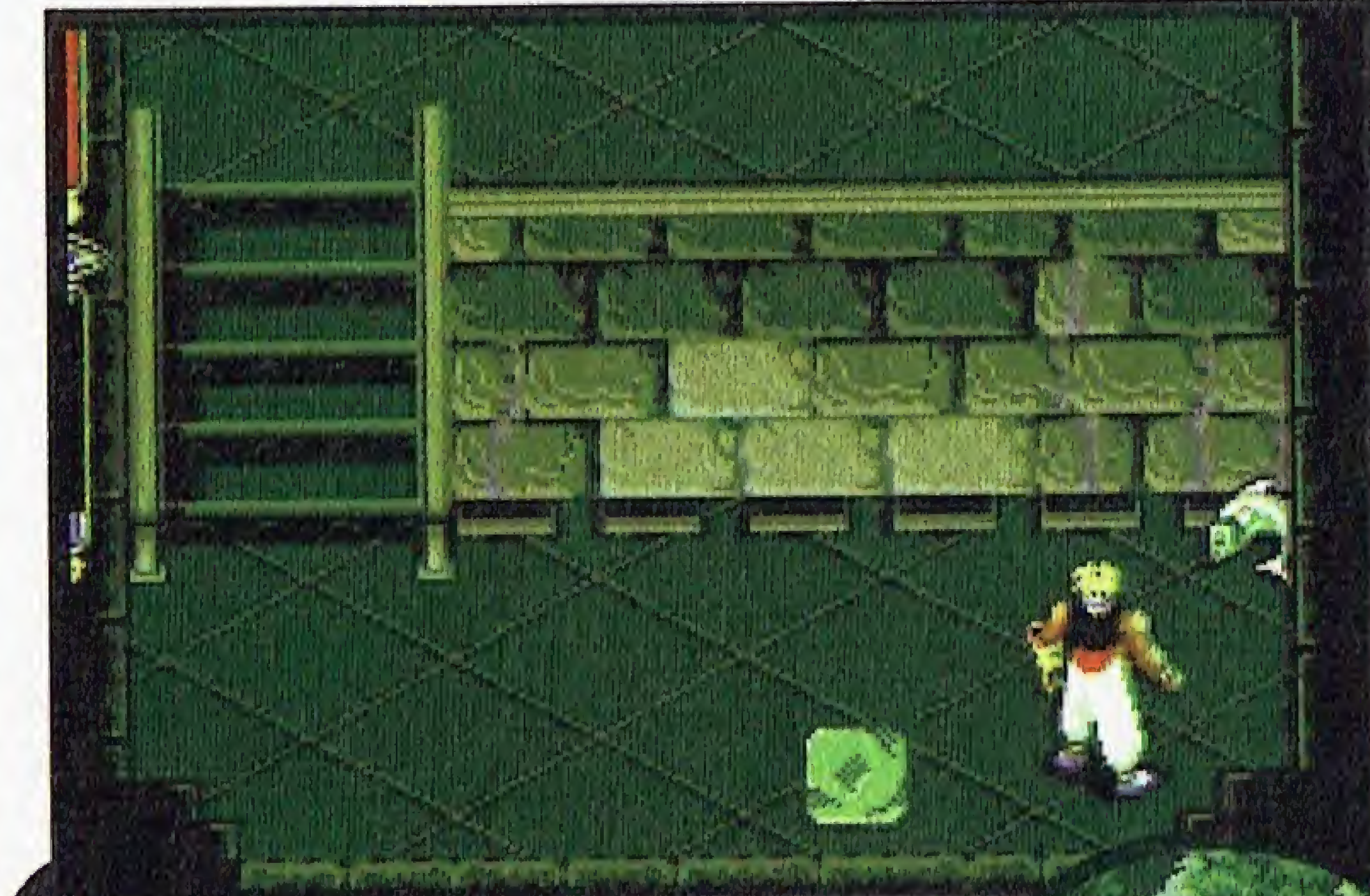
CHAPTER ELEVEN



1 Shoot the dirty river and blast the evil puddles with Whirlwind



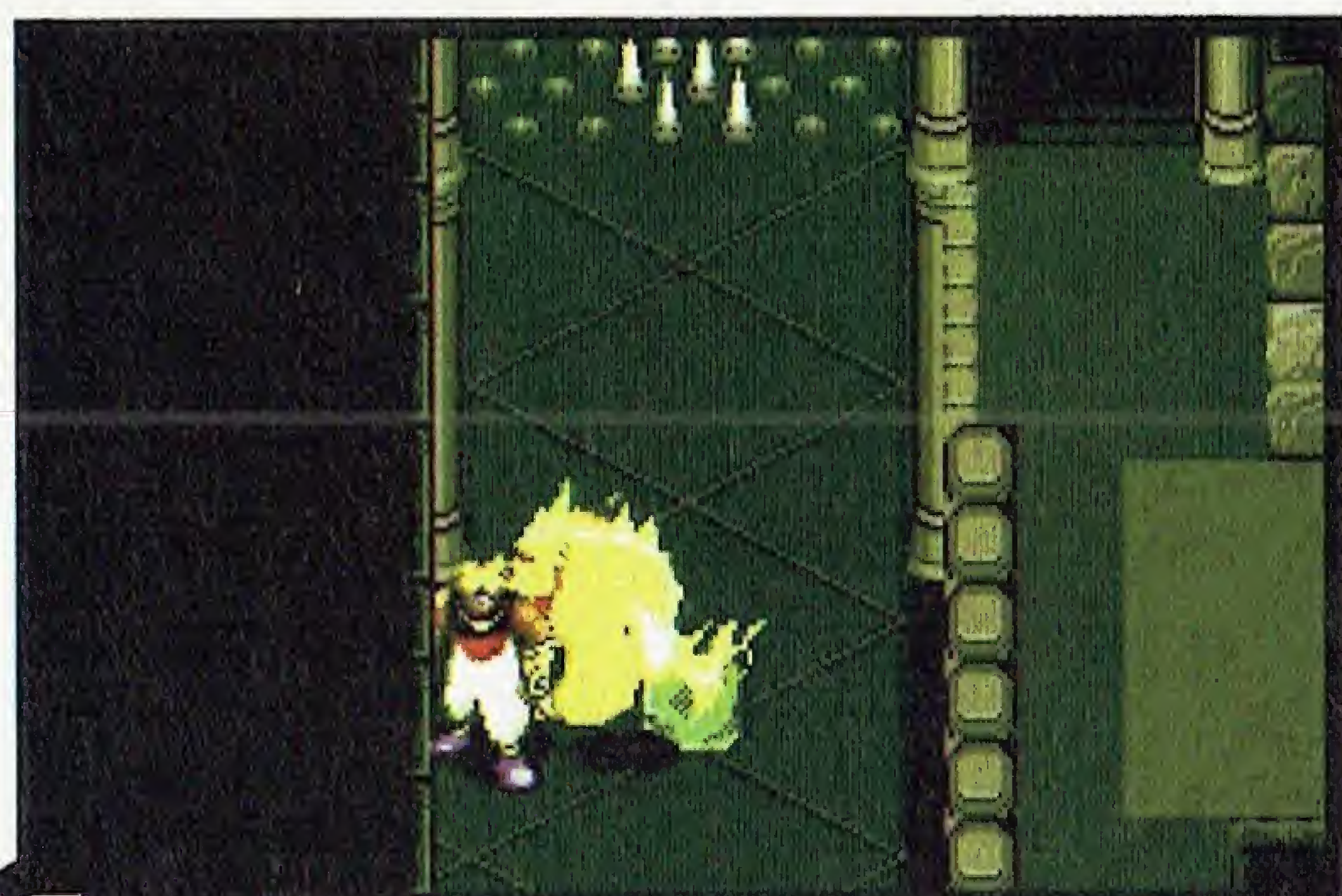
2&3 Run right and down, head up the steps and drop a bomb on the first pad. Move on the pad.



4 Collect the fish here, step on the pad and get the key.



5&6 Up on top of the building again, shoot the puddles to summon the Water Elemental.



7 When in the castle, head here first to get to the dark room. There's a joke about something here...



8 Destroy everything in the large room and light all of the lamps. No joke here. SORRY.



9 Take a note of this arrangement of levers, as you'll need it to continue. JUST LIKE CHIP FAT!



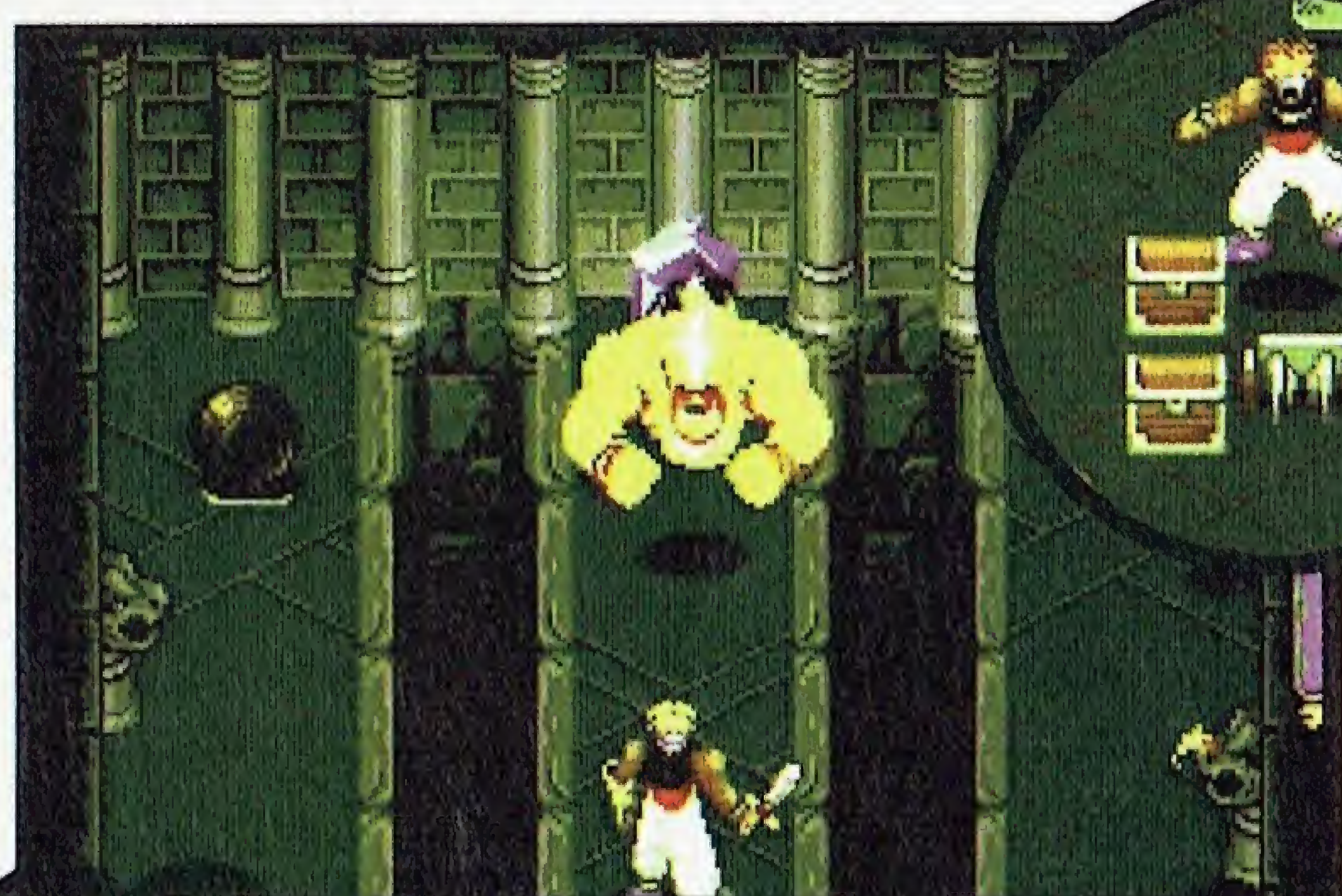
10&11 Leave castle, get keys, head back to the main room, eat face, die.



12 The levers should be placed in this order to get through the main door. Giddy aunt... LISTEN!



13 You now have to spend a tedious amount of time walloping wizards to open the main door.



14&15 Push the pots on the pads and then shoot the spinning star to get back out.



16 Drop down and go through this door with your new-found key. Thora Hird for Dinner Lady!



17 Head back to the tenements and switch from the Water Elemental to the Fire Elemental.



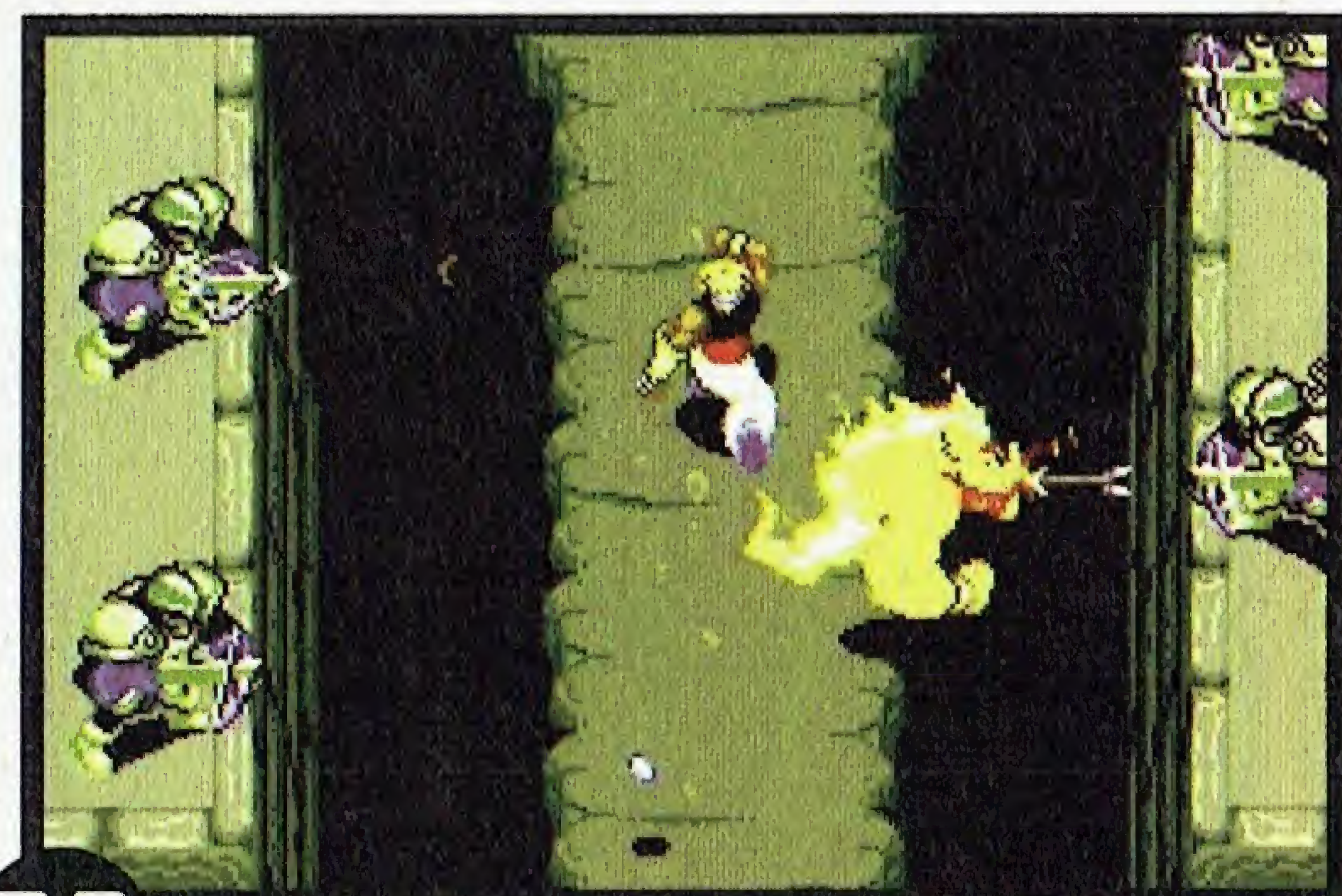
18&19 Did I mention your shadow call from earlier? Use it now to get over this gap.



20 Switch to the Plant Elemental almost immediately to bash through the metal gates.



21 Switch to the Water Elemental by shooting this pool and then head right, switching to the fire thing.



22 Up in the next room, run straight up, staying on the right side to avoid the guards.



23 Keep attacking the dark guardian, relying on the Fire Elemental to despatch the rest of the monsters.



24&25 Final boss! Smack his tentacles and feet, then switch to the Death Sword and brain. WINNAH!

Ultimate

Future Games

Blighty joins the Next Generation!

Hold your breath, 'cos you won't believe what's in store for the Next Generation in Britain. We round up all the UK development teams and find out what they're planning for the super consoles, we give you all the latest technical info on the European machines, and answer those compatibility questions. All this is exclusive to Ultimate Future Games – so if you're looking to buy a Next Gen console, you can't afford to miss our July issue.

And also...

Reviews of Virtual
Hydlide (Saturn) and
Gunner's Heaven (PSX)

•
Sex on screen – just
one frustrating scam?

•
Enter the Ultimate
Videogames Quiz and
win £250!

July issue out on
Thursday 1 June

Don't leave the
16-bits without it!

Theme



Here are some general tips for that Theme Park

game. We could ask you to buy James Binns' book. But we won't...

BASIC ADVICE

The key to running a successful, profitable theme park is to keep the people happy. This is harder than it first appears as they are not easily pleased and the smallest thing will quickly make them unhappy. By keeping an eye on the thought bubbles that appear above their heads, you can react accordingly. In addition, don't forget you can actually obtain full information on a person by questioning them directly.

If several people are hungry in the same area you should consider building a food stall nearby. Likewise, if several people become



upset about the cost or prizes of a stall, then you should lower the price or raise the prize. Good yes nice.

Spend within your means, and don't try to build a huge park on your first go. Start to build up from a small, but well-maintained base. That way, you won't suddenly find yourself out of your depth with everything going

wrong at once... it will happen gradually. Don't be afraid to remove rides that are placed incorrectly. It's far better to lose the money for buying this one ride than distracting your valuable mechanics from repairing your star attraction so that it blows up with people on it. HO HUM.



SHOPS AND STALLS

One of the greatest sources of income can be achieved with a well placed kick in the head. Or maybe even a shop or stall. They provide welcome instant cash returns and also serve to keep the little people happy. Place a coffee shop by the entrance, for example, and by boosting the caffeine amount to



TYPE OF GOODS	SHEET
CUSTOMERS SO FAR	0
TICKET PRICE	20
SALE PRICE	30
CASH AMOUNT	AVERAGE

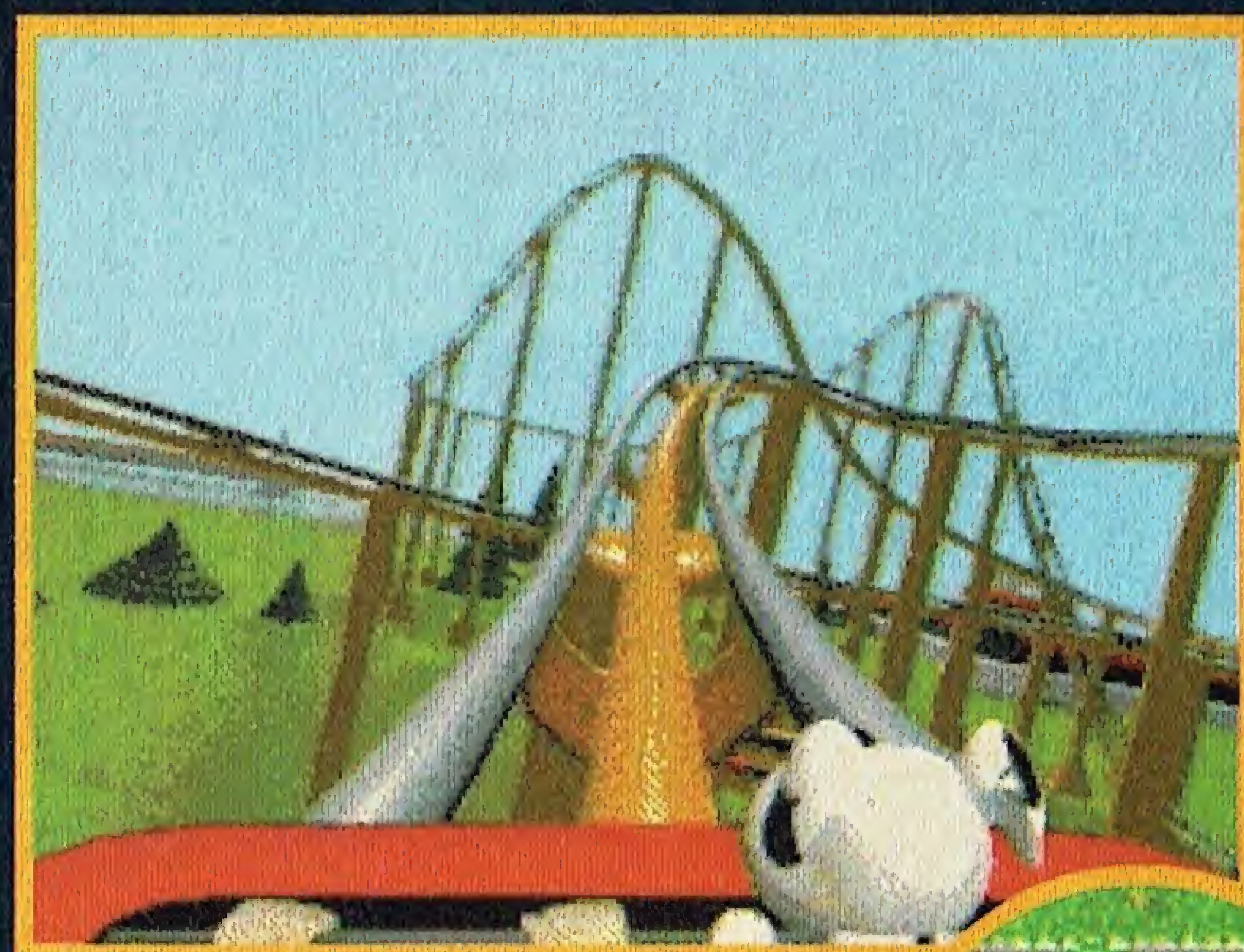
'hyper' levels the little people will fly around the park, creating a faster turn around. Ho hum...

RIDES

The park with the most rides (*Hold on... this is a bit dull. Isn't it? - Simon*) tends to make the most money. You can charge higher ticket prices, and with more rides, you'll attract more punters (*Punters? - Simon*). More punters (*Punters? - Danny*) means more money, which - as we know - makes the world go 'round - and allows you to research better stuff.

As rides age, they don't last as long (*Dean, what's going on? - Simon*) as they should before needing repair.

When this starts to happen, you could consider deleting the ride (*We got sent these tips from the programmers. Sorry - Dean*) and replacing it with a cheese toasty. I MEAN RIDE. OF COURSE. This will put less strain on your bladder and your mechanics (*Getting bored? - Simon*) will be as happy as pigs in (*NO! - Danny*). Er, and that...



GENERAL TIPS

Open your park immediately on starting the game. This allows one or two customers to appear, even if most stay away.

Slow the game speed down when designing the park. This will allow you more time to place rides and give you a small amount of lee-way when playing the game, blahdebleedinblah.



New rides are very important and you should always have something in research for them. Try to buy new rides as they become available, or at least at regular intervals.

When positioning rides, allow for the fact that you may wish to move the entrances and exits. Although you can position ride entrances to join directly to paths, it is usually better to have a queue leading to the entrance so that you gain maximum money stuff and that. THIS A GOOD READ, IS IT?

Whenever you add a new ride to the park, you should immediately increase your ticket price. The more rides you have, the more you can charge.

If you notice a large amount of litter building up, then it might be a good time to increase the price of your food stalls. Don't forget to clean it all up afterwards, though.

Try to ensure that the queue lengths are long enough to support all of the people who may want to go on the ride. People don't join full queues. Just like real life?



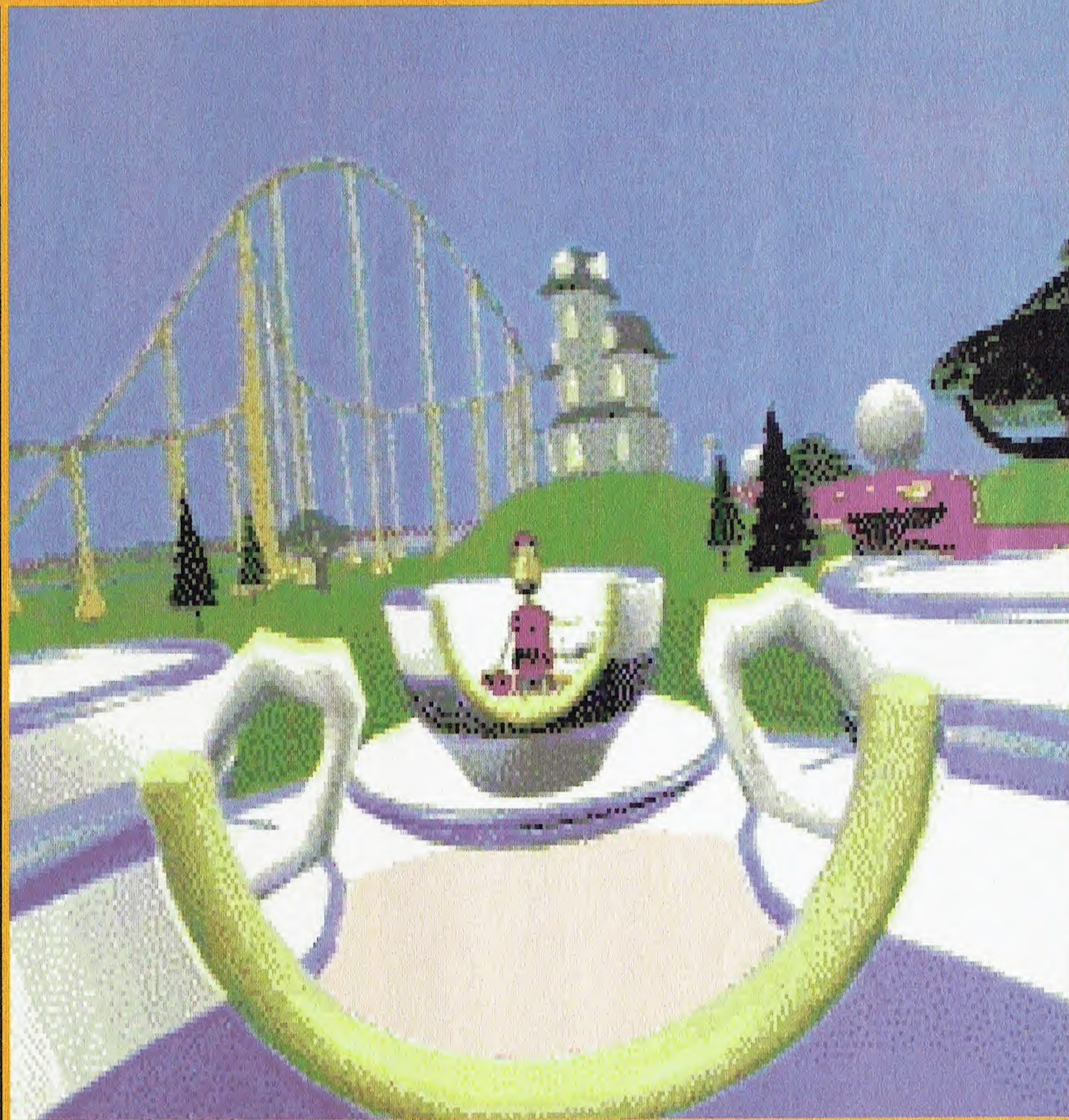
Park

Shops and stalls do have two drawbacks, however...

Litter is the major problem as nobody likes a messy park. If there's too much litter then the little people will start to stay away from the park and you certainly won't win many awards at the end of the year. Whenever you buy a shop that produces litter you must make sure that you have sufficient handymen to CLEAN IT UP.

Stalls can be a very lucrative method of gaining some needed cash. They can also upset little people who feel that they are being conned in some way. Don't try to fleece the punters too much as they aren't daft and they'll soon see through your attempts and stop coming. A small cost and prize coupled with a moderate chance of winning provides a more reliable income than a risky, high cost high prize lower chance stall.

Stalls have the added bonus in that they entertain the people (although not as much as rides) and don't produce litter. They are usually smaller than rides and so can be slotted in several small places around the park. The little people tend not to have a go at the same type of stall so, as with rides, variety is the key. Of course, to have this variety, you must research it. Keep in mind the little people won't be as impressed with stalls from yesteryear when the latest hi-tech stall is just around the corner. And if the little sods aren't happy after that, then stuff 'em.



Never leave your park unattended. There is always something you could be doing. This is especially true of the larger parks, as they are harder to maintain. Pretty obvious this, yes?

Large capacity rides need larger queuing areas as they take more people to fill up.

Do not have any unnecessary loans.

Make staff more efficient by picking them up and moving them manually to trouble spots



- i.e mechanics to broken rides and handymen to littered areas. Ooooooooookay? (Lenny Henry, that.)

If you find the popularity of your park is dwindling, and takings are down, don't be afraid to sell things at a loss for a short period. This will entice people back into the park. You can then bump up the price again.

A big, modern park is the most valuable of all, so by placing expensive rides and shops in your park, you'll increase its value. This will enable you to sell it more quickly, and for a



FEATURES



Features such as trees, fences and lakes should never be underestimated. A featureless park is a bland one and people will easily become bored roaming around a barren park. Features most impress the little people who are new to the park, as well as making it look nice on the screen. Christ... Who wrote this?

STAFF

The amount and types of staff that you've employed at any one time can make or break your park. As soon as you start placing shops that leave litter, you should start employing a handyman. Likewise, as soon as your first ride starts to break down, you should employ a mechanic. Entertainers are very good, especially in the times where most of your rides are being repaired. A slightly more detailed look at all of the staff types follows... It bloody does, you know.

Handymen should be employed the instant litter starts appearing on the ground. Keep an eye on any new



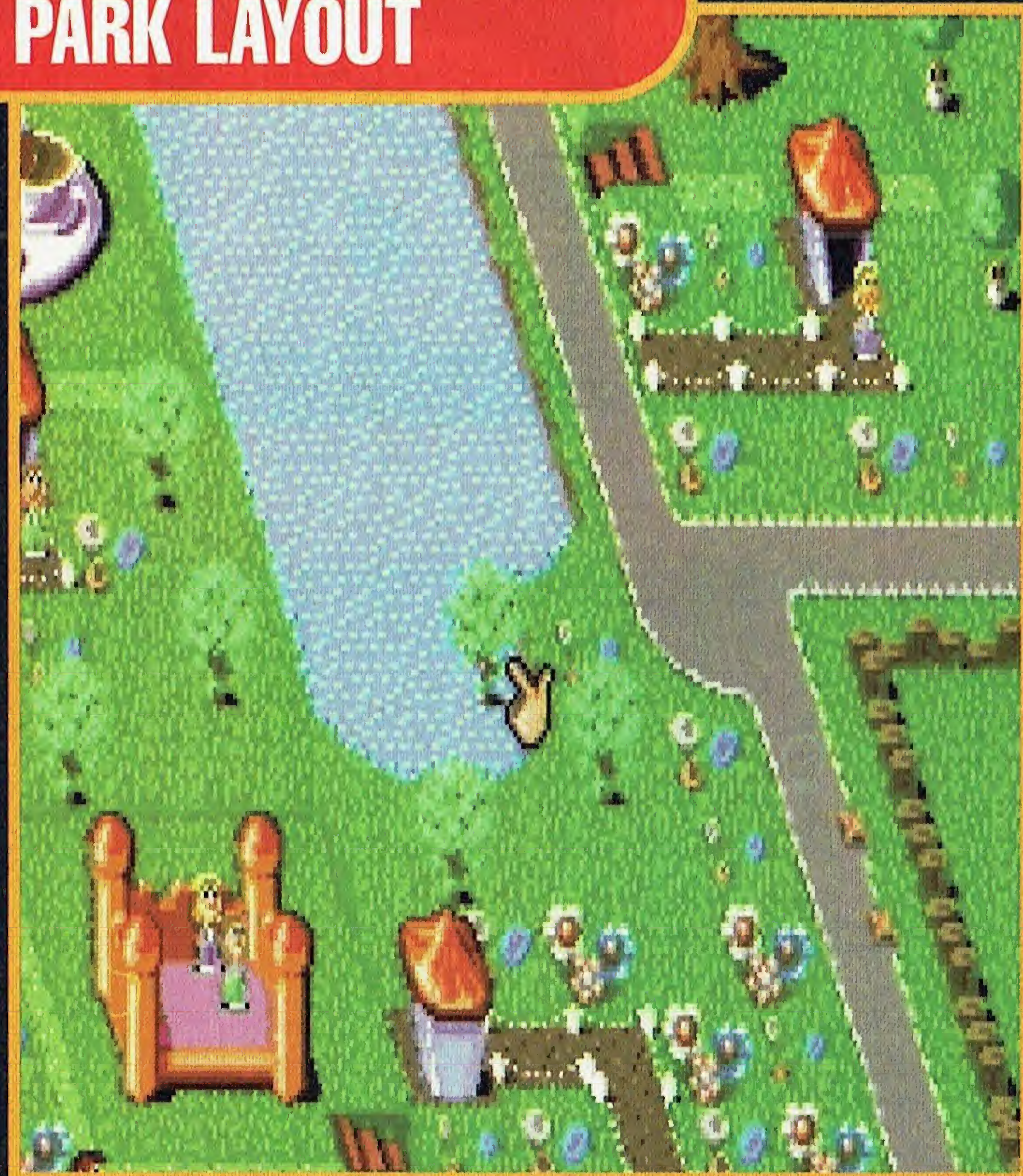
handymen that you employ as they might become confused by the layout of your paths and end up missing large areas. SIGN POSTS!

Mechanics should be hired as soon as your first ride starts to show signs of breaking down. They spend half of their life daydreaming and so you should keep an eye on them.

Entertainers should be placed near queues that have a particularly long wait time to ease the stress caused by waiting to go on the ride. In addition, at least one entertainer should be placed near the park entrance to cheer the people up as they enter and leave the park. You can kick them too...



PARK LAYOUT



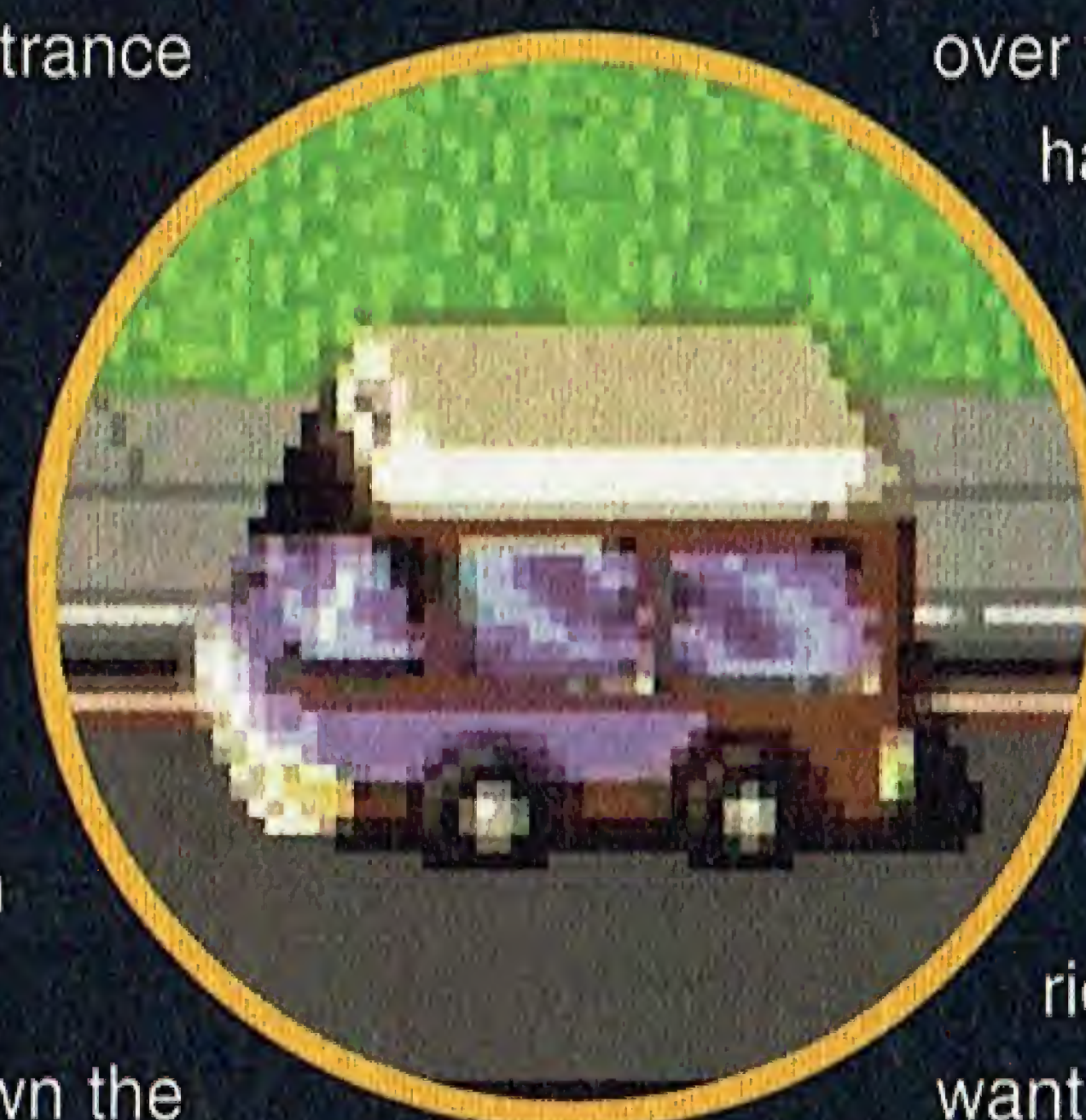
When designing your park, always try to think about what the folk will want at any one time, and place things accordingly. Place a balloon shop right near the entrance so that the proles part with their money while they are still happy. This should put them in a good mood for the rest of their stay.

People enjoy going on rides and winning on stalls, so try to cut down the amount of time that they have to spend walking between one attraction and the next. One method of doing this is to have a straight path with rides coming off either side of it. Try to stagger the rides on either side so that anyone leaving one ride is pointed straight at the queue entrance to the next one or

fleece 'em with a burger shop.

If you start making a complex path system with rides and stalls all over the place, then you'll have to place signposts down so that people know where they're heading. If a person comes across a sign pointing towards a ride that they quite want to visit, then they will feel happier about walking towards it - as opposed to just wandering around aimlessly.

Unhappy people tend not to go on rides or buy things from shops and so just clutter up the park and reduce the average of the chumpy folk in the park. ALL CLEAR NOW?

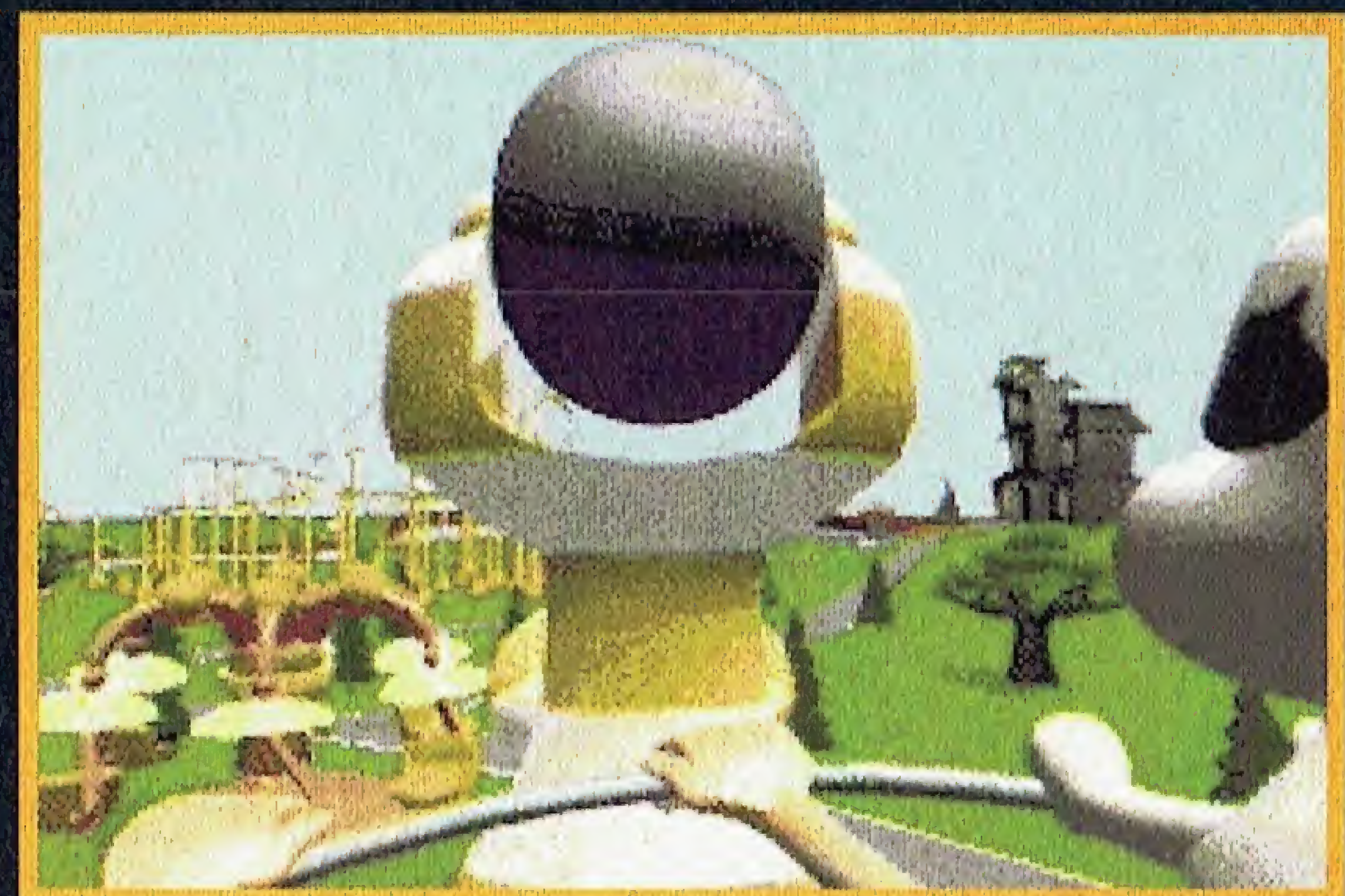


greater return. With this in mind, it's therefore a good idea to spend all of your available cash before the auction at the end of the year.

You may not have realised that shops can be positioned outside the main park area. By placing them either side of the main entrance, you'll create the right atmosphere and put the punters in the mood to part with their money before they've entered the park. Please, bear with me. It's all gibberish, but it's nearly over. PLEASE GOD, PLEASE.



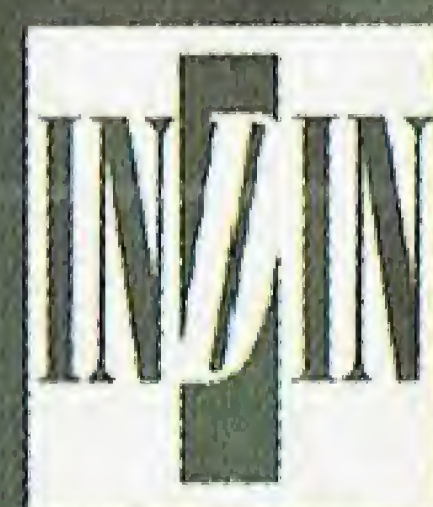
Of course, *Theme Park* needn't be played with the view of making money. Yes kids, there are many ways to play the game. Why not try deleting entrances to the rubber tubing ride once people have climbed aboard and watch what happens? They all die, see? You could also try deleting sections of track. Do the same thing on the roller-coaster for immediate results. As yet, we have yet to see whether the rumour about Chicken Man nipping behind the bushes for a fag break is in fact true. Bye. Bye. Bye.



In the **race** to the
next generation, one magazine is
light years
ahead

**Edge: defining
the future**

Magazine
of the year



Industry awards

Issue **twenty-three** onsale
29 June at selected newsagents

Most Unwanted



A rolled-up sleeve and an upturned forearm, please, children. Smilin' Stuart Spleen's 'a-here, and he's juuuuust drooling to inject the invective. Screw in your hate-heads, rage against the rubbish and stab the stink squarely in the tumour. **BAD STUFF...**

PART TWO - "Hello, Mr. DeBergi"

Aaah - a portion of Play-Pus? Would you like Buffalo Chips with that, SIR? The most rubbish games ever, numbers fifteen to six. Negativity! Bend over, grease up and take your minus sign like a MAN.

15.. Double

Dragon (Mega Drive, Ballistic)

Spindly, shuffling stick-spazzers (the good guys) and titteringly predictable gyppo-dung-cake mutants with ill-animated skiddy walks (baad laaads) scuff each other about their grubby necks. Grotesquely unplayable, scabby old frenum ooze.

"This game is a good game, if only more games were as good as this game then games would be much better, like this game!!! 97%"

Mean Machines

14..

Balljacks (Mega Drive, Sega)

Appropriately named (er, in that the title sounds a bit like 'bollocks' - oh, swear words are - tee hee - just sooooo funny, aren't they?) attempt at Rollerball For Retards. (Titmouse! Hee hee hee. Another amusing word). Too shallow, too easy, too many Greeks.

"Fans of Balljacks, the Mega Drive sports game, will love it."

Sega Pro

13.. George Foreman's K.O. Boxing (Mega Drive, Import)

You know how, like, beat-'em-up-y games are good because you have loads of 'special moves', 'combination attacks', and 'single inverted commas' 'at your disposal'? In *GFKOB*, you have three punches, doddering old opponents who are bald and whose saliva smells of fish, and absolutely NO GAMEPLAY.

"The finest boxing game on the Mega Drive."

Sega Magazine

12.. Ryan Giggs Championship Soccer (Mega Drive, Acclaim)

A cynical, grubby old triumph of marketing over substance. Or is it endorsement over gameplay? Okay, so he may have swallowed some of Dani Behr's sweat, but smearing his pointy-scary, glowering features all over the box doesn't make bad good. Now, wrestle impishly with obscurity, you ubiquitous, strenuously gelled oik...

"Ryan Giggs, eh? Dontcha just love him? And 'don'tchwe' just love this game!!"

Er... Mean Machines? (Daddy! What are friends?) (Shuttup and eat yer concretel!)

11..

Pele Football (Mega Drive, Accolade)

...and ilif y'thought that was bad, 'ave some o' THIS... Everyone knows that Pele was the best football player ever. I mean, some of the goals he scored... they were very good. *Pele Football*, however, plays like the Rickmansworth OAP Clinic B-Wing vs. C-Wing Challenge Cup.

"Football video games are a funny old game of rounders. Just when you think

STREET FIGHTER II



DRAGON'S BREATH

BOXTREE

▲ **Streetfighter 2 - Dragon's Breath**
Streetfighter 2 - Yak Attack
Jon Sutherland and Nigel Gross (Boxtree Limited)

Can a classic, action-shagged Jean Claude Van Damme movie (which was recently turned into a video game) be successfully translated into a series of 160-page

PAPERCRAP WRITERS

you've scored a six, you catch your toe on a hurdle and realise you should have gone for treble 18, bull. Fore!"

GamesWorld

10.. Chester Cheetah (Mega Drive, Import)

Some cretinous cartoon character off

a packet of crisps gambols tossily over several needlessly dayglo 'platforms' and smiles smackably at the camera when you leave the joypad alone for a bit... You know, for kids... Terrible crap.

"Blah blah big words blah sneery editorial comments blah blah what we like blah blah the word arse self-indulgence etc..."

Sega Power
(That's, like, 'us, by the way. Oooh, the irony...)

"Thanks to Jeff at Time Warner Interactive for thinking that the book was a good idea", blahs Jim Murdoch in the 'thanks' bit of his Rise Of The Robots novel. The Book Of The Video Game - a 'good idea'? Or just blithering, barrel-shaving, semi-literate old cack? Once again, WE DECIDE. Because we can.

STREET FIGHTER II™



YAK ATTACK

BOXTREE

novellettes? Well, no. Of course not. Dragon's Breath (featuring Chun Li) follows, stunningly enough. Chun Li, as she goes around the world a bit and eventually has a fight with a man named 'M' Bison. Yak Attack (featuring Ryu) follows Ryu as he goes around the world a bit and eventually has a fight with a man named 'M' Bison. Half decent toilet books really. Read 'em and wipe...

FUNNIEST CHAPTER HEADING - 'Strike first, strike hard, strike deep'

PAPER QUALITY - Blotting paper, smells of sick

BIGGEST WORD - 'Busying'

QUOTE - "Balrog ploughed his way through the plain-clothed CIA guards, using his two most deadly moves, Turn Punch and Dash Punch."

ANY CHANCE OF A BOOKER PRIZE? - No. Too many pictures.

RATING - 12 1/2 out of 87

9.

Jordan vs. Bird (Mega Drive, Electronic Arts)

Tall men stand still and throw basketballs into a hoop, slowly and tall-ly. As we dully remember (from the one and oonly time we fumbled with it) the 'game' takes the form of a static and spectacularly unconvincing series of single-player challenges - 'Beat The Clock', 'Beat The Ref', and, inevitably, 'Beat The Sickle-Cell Anaemia'. Oh, God...

"Sonic The Hedgehog may be a bit easy, but we predict it's going to be the game to watch over the

next few months..."

Mega Drive Advanced Gaming - May, 1995

8.. Home Alone (Mega Drive, Sega)

Ah, Mr. Culkin. Welcome to Sega Power... Best see page 25...

7.. G-LOC (Mega Drive, Sega)

This is a flight sim... and, eeeeeverybody knows that flight

► Rise Of The Robots - A Novel

Jim Murdoch (ROC)

The bravest and most sourly inventive of a shoddy bunch. Rise Of The Robots - A Novel (NOT A VIDEO GAME!! NO!!!) has a teeeensy little cross to bear in its sticky-out-chested battle for the hearts and ribcages of the International Literary Community - it's 'inspiration' is universally renowned for being one of the worst video games EVER EVER... therefore - not many potential readers... therefore - WHAT IS THE POINT? Occasional-table sci-fi.

FUNNIEST CHAPTER HEADING - 'Chapter Three' Er...

PAPER QUALITY - Sandpaper, and, again, smells of sick

BIGGEST WORD - 'Synthetic'

QUOTE - "The Chromium Droid, we call her The Supervisor, is like no other robot in existence", Rakussen replied."

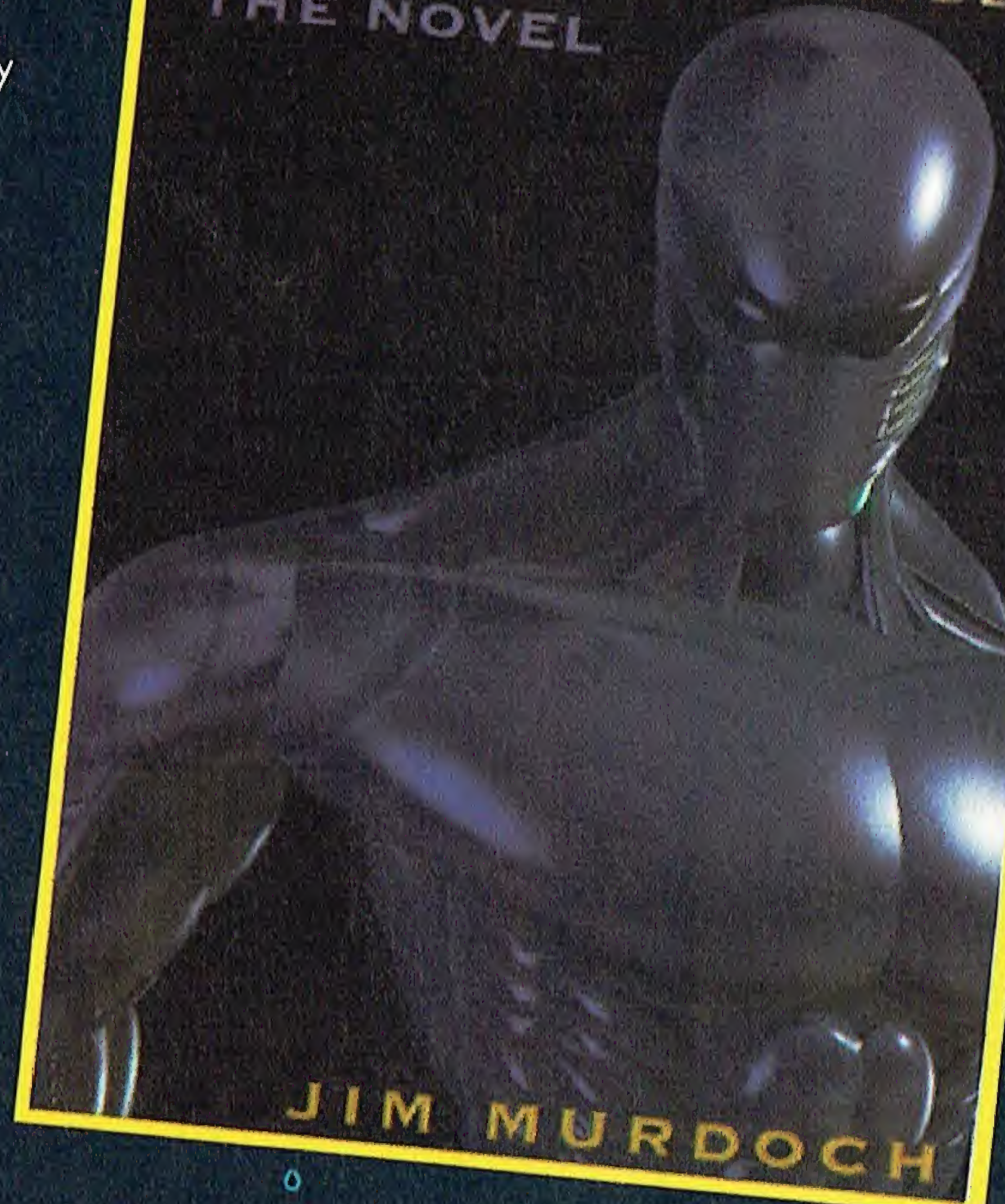
ANY CHANCE OF A BOOKER PRIZE? - No. Not enough swearing.

RATING - Cy-boring. (You're fired. - Every Single Bleedin' Editor Ever).

2

RISE OF THE ROBOTS™

THE NOVEL



JIM MURDOCH

3

◀ Cool Zool

Stan Nicholls (Boxtree)

In case you've consciously avoided the kickin' high-kickin' antfoolery of Zool - The Video Game, then I'm afraid I'm going to have to tell you that 'Zool' is a 'ninja ant from the Nth dimension' and that his games are scraggy, featureless little sub-Sonic platform dangles. With sweets in.

Here, we learn that Zool's 'favourite meal' is hamburger, chips and beans and that his best friend is his two-headed dog, Zoon. Yeah. Cheers, Stan. Shouldn't you be writing proper children's books? Aren't you a bit old/young for all this? I put it to you that you have read too many Douglas Adams books, and, one day, you may well bring your own off-beat, quirky sci-fi aberration into the world. We can wait. Still, Paul Campbell's pictures are quite nice, though. The one on page 38 is excellent. The one on page 41 is alright, as well. As a goodwill gesture, we've sent our copy to Mean Machines. Of course.

FUNNIEST CHAPTER HEADING - 'The Armpit Of The Universe' HAHAAHAHAHAHAHAHA?

PAPER QUALITY - Reflects the publisher's faith in the book's potential success - ahem.

BIGGEST WORD - 'Smog'

QUOTE - "'I'm gonna wipe you off the face of this crummy planet, Zool!' the villain raged. 'Starting now!'"

AAAAND THE BOOKER PRIZE GOES TO - 'Christ, I Cannae Find Me Soddin' Smarties!' by Glaswegian Tourette's Syndrome sufferer Ken Shuttim

RATING - Non-fiction



'Cooler than Mario, smarter than Sonic ...'

BOXTREE

sims are crap. However, this is a tenth-rate, thrill-free 3D shoot-em-up

"The texture-mapped parallax bitmap-oriented raster-scanned gourad shading is nice. And the company logo is good, too. Haven't got a clue what the game is all about, though... BOOM BOOM!"

Edge

6.. Brutal - Paws Of Fury (Mega CD/Mega Drive, GameTek)

Right. I've just bought a new

thesaurus. Deconstructionist synonymical mini-review, then... (Oh, dear lord.) Debris, dregs, offal, rubble, waste, dross, garbage, rubbish, junk, scrap, trash, crap, shite, drivel, tripe, twaddle, faeces, ordure, effluent, scum, ETCETERA... A beat-'em-up with stupid animals and stupid special moves. "Rabbits, foxes, American Indians and computer games! It's got the lot! IT HAS!!!!!!!!!"

Cross Stitching Needle Collectivity. And that.

Write with a pencil to: Letters, Sega Power, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW.

You and your bloody lists

Please answer these questions as I would be grateful if you did.

- 1) Tell me - is *NBA Jam Tournament Edition* any good?
 - 2) Is there an *Earthworm Jim 2*?
 - 3) Would it help having a 6 button joypad before buying *Mortal Kombat 2* or *Eternal Champions*?
 - 4) What happened to Future Publishing's Commodore 64 magazine 'Commodore Format'?
 - 5) Will there be a *Skitchin' 2* as I think *Skitchin'* is ace?
- Neil McIlwraith
Pembroke

1) See, sometimes in this job you've just got to ask yourself WHAT IS THE POINT? Jesus, Moses, Mungo and Midge - it 'got' 91%. Now go back to your bins. WHY ME SO ANGRY?

2) I've just been told I have to be nice. So, yes, there will be an *Earthworm Jim 2*. It'll probably be out in the autumn (that's Christmas as our ever-fumbling two-months-ahead-of-the-actual-proper-calendar-reality month very clever cover dates show ie. Ooh look, it's the July edition of *Sega Power* and it's still snowing etc etc). We hope to get you some EWJ2 stuff soon. In the

meantime, if you've got a Mega CD get the special edition as it's ace. OF COURSE IT'S 'ANY GOOD'.

- 3) Nah. And why don't you stick the joypad in yer mouth like a bleedin' harmonica and play with your lips while you're at it... Neil, as that famous bloke from some talking book video information pack warns the public, "Right tools/Right job/Slap hard/In gob." SIX BUTTON! SIX BUTTON! SIX BUTTON! Use 'em.
- 4) It's coughing up blood, but is still somehow scraping its steadily eroding zombie stomach through a printing system somewhere in the West of England. A miracle of modern publishing? A testament to the staying power of Future Publishing? Or is it just that there are still enough head-in-a-hood saddo gits out there who think that, yes, Commodore is 'STILL BEST'? Yeah, that'll be it...
- 5) Afraid nothing's planned. Next!

Gypsies wipe their bums with their hands

Dear Sega Pro

(Yeah, good start - Simon)

I am writing to say 'cough' that I think your mag 'cough' is the best thing 'cough' I've ever read. I haven't 'cough cough' gone out and bought your mag 'cough' so of course I don't know 'cough' anything about your Get Free Stuff feature. I'm coughing because I've just caught a cold off of the ill man in the HOSPITAL BED next to me. I'm in HOSPITAL because my arm got caught in a printing machine whilst trying to make a Sega Fanzine with a gang for a SCHOOL PROJECT. I need some free stuff - since the recent BURGLARY I've been very poor. My dad would've got me something but since his CAR CRASH he can't work. I won't tell you I'd like *Eternal*

Champions CD or *Theme Park*, posters or pens, because that would be begging. Which is almost as bad as lying, which I never do. Anthony Mayfield
(A Sega Pro Fan)
Penzance

Well, Anthony, I can tell you right now that unless you're a member of some global Moonface, biff-headed, chemicals messing cult, you're getting sweet sod all from us. Nice try though?

Find Richie and win a fiver

AARRRGH! (hideous scream of agony) MAY A THOUSAND CURSES RAIN DOWN UPON YOU AND YOUR WRETCHED VERTICAL CAPTIONS!!! The hospital bill is running into four figures and the neck brace I have to wear now gets really hot and sticky in these warm summer days. (Is he being ironic? - Dean.) And it's all your fault.

And don't make some smart-alec remark like 'you could turn the mag instead of your head'. (Well, I suppose you could turn the mag instead of your head - Simon.)

Basically, my point is the utterly ludicrous price of games. Take *Earthworm Jim* for example. I don't know about you but over here in Australia (Does this explain everything? - Dean) we are expected to shell out \$130 for this minor programming miracle, which I believe is \$60 too much.

Gamesplayers will not put up with this scam much longer and if prices are

not adjusted hastily there will be riots in the streets. I think it would be a good idea if everybody sent in their signature along with some derogatory comment about the price of games to Sega Power, and then the whole petition was sent to Sega HQ. Maybe they'd listen. Andrew Barker
Australia

Ah - the good ol' prices of games one. Always a favourite with us this, especially since a recent report revealed Sega and Nintendo to be the scheming, profit-gobbling gibbons they really are. True?

Obviously you don't want all this Monopolies and Mergers this and that stuff. OR DO YOU? What this basically means is that in the future (could be three months, could be

a year) there's going to be some price restrictions on yer carts. How much lower is any Alan's guess, but at least, at last, them ludicrously priced games will be, well, less ludicrously priced.

Cheaper games without reaching into the gaping, stinkin' mouth of (shudder) the bargain bucket? IT'S THE LAW! Hate to say it Mr. Barker, but that's in England, and you're (guess!) Australian. Lobby some poor unsuspecting members of the public and see how far you get. Never mind. At least your mum's happy with her wash. And concerning them captions...

An exhausted production

editor replies: "Yeah, mate,

and you should try proof

reading bloody page upon bloody page upon

bloody page of bloody vertical bloody captions.

Turns your brain into mush, makes your

eyeballs melt down your cheeks, not to mention

the recently fitted neck brace cradling my rapidly

wasting spinal column. Still, GO TO LAUGH

HAVEN'T YOU." Another 'oh dear' is emptied

into the swag of spackdom...

Sofa of my lethargy

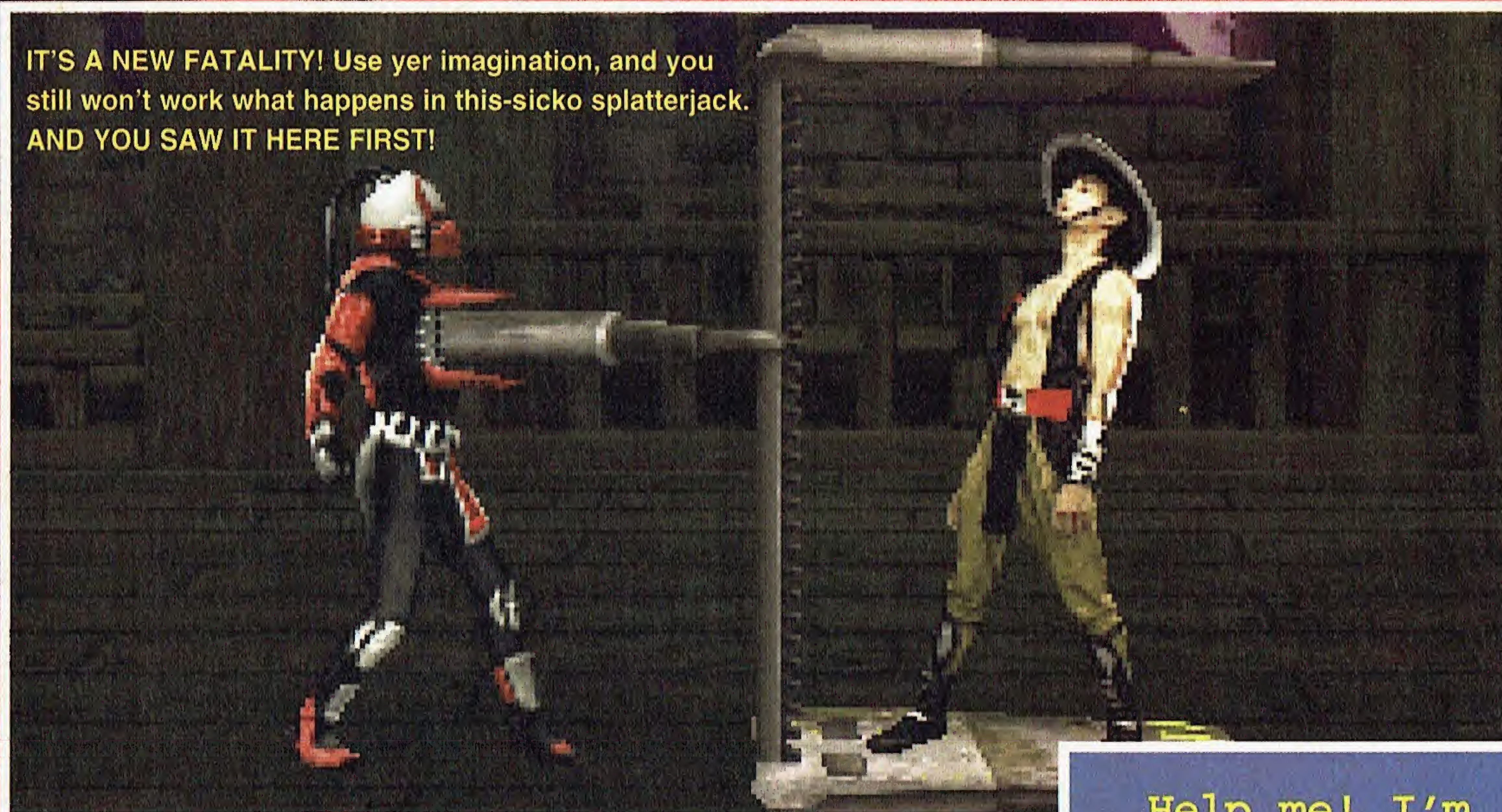
I have a Mega Drive, and these are the questions I would like answered.

1) It was written in issue 55 that *Wolfenstein* for the Mega Drive was coming out last Christmas so could you tell me whether or not it's come out yet and where I can get it?

2) I recently bought a copy of *Gamesmaster* and they showed us



IT'S A NEW FATALITY! Use yer imagination, and you still won't work what happens in this-sicko splatterjack. AND YOU SAW IT HERE FIRST!



these two fighters who are red and one is yellow and they are robots so what are their names?

That's the lot. Answer them please.

Ivor

Andover

1) Wolfenstein, the entirely taste-free Nazi bashing Doom clone, did go into production. However, the programmers slowly came to realise that the Mega Drive couldn't handle the conversion. Even though it was on the SNES (you can fight over that one in the playground with your 'other console owning' mates).

It is worth mentioning that Doom-style clones are pretty well represented on the Mega Drive, though not exactly in plentitude. Your best bet is the excellent Zero Tolerance from the now non-existent Accolade (remember them Bubsy fridge magnets?). Failing that, the not-so-good roboshooty Bloodshot is also still available.

And, finally, in answer to Goddy knows how many letters we've had about 'first-person perspective three-dimensional shoot-'em-ups' (I won a dishwasher for saying that), Doom will not, and never will be, released for the Mega Drive. Just can't get its 16-bit head around the graphic routines, see?

2) 'These two fighters' are, if you'd taken the trouble to read that magazine, the new cybernetic ninja prototypes (I've won another dishwasher!) from Mortal Kombat 3. Originally called Ketchup and Mustard (red and yellow, yes?), they're now called Sektor and Cyrax (a cyberbollocks future crime if ever there was one).

YOU WANT TO KNOW WHAT THEY DO, DON'T YOU? Cyrax 'does' some special net capturing stuff, an exploding Raydenesque teleport where 'he' can rebuild himself on the other side of the screen, and a grenade dropping trap with timed explosions. That Sektor 'does' a heat seeking

homing missile, a straight in yer mush missile and a bizarre teleparty thing. They are, of course, ace. MK3 will be in yer arcades early summer. Prepare yer bleedin' self again. LOOK ABOVE!

Stanza for Panza

Dear Sega Power
Enclosed is a poem I wrote last Christmas in a multi-school competition, which I won. My teacher said I should write to you because you may be interested in the poem:

**Santa, Santa riding high
Send your message from the sky
Peace and love, and be alive
With a Sega Mega Drive**

**Three wise men travelling by
See a star in the sky
On their way to meet a King
So let all the shop tills ring.**

By Liam O'Kelly, Bolton

That's right readers! Summer's coming and we're still printing Christmas carols (this is the November edition, yes?). HAVE WE BEEN DRINKING TOO MUCH VINEGAR AGAIN?

Nah - we had to put it in because it made Simon go all soft in the thumbs. Thank you Liam. Any of you lot think you can do better? Send in yer poems to the usual address and we'll print the suckers. Please make them 'good'. Of course, this all reminds us of a certain Urban Nursery Rhyme...

**One, two, three-four-five
I broke me Sega Mega Drive
Six, seven, eight-nine-ten
S'pose I'll watch the telly then...**

EH? Anyway, to end this word feast, note that Letters is dieting this month, so no Gallery. We'll make it up to you next ish, so keep sending them pics!

Help me! I'm farting artex

When Virtua Racing was reviewed last year, there was a lot of talk about this SVP chip. The game was good, but there was also a lot of talk of the SVP chip being used again in Mega Drive carts. Is Virtua Racing a one-off with this SVP thing, or are there plans for any more carts?

Justin Aringhurst

Hastings

PS Please send me that great photo of Whigfield in April's issue (not defaced). PLEASE!



The SVP chip or (ahem) Signal Virtual Processor was specifically developed with Virtua Racing in mind. Without getting into them techno anorakisms, it was used to help the Mega Drive shift polygon graphical routines, but the cost of the cart (sixty of your earth sterlings) means that this chip don't come cheap. Oh no.

As far as we're aware, there are no other plans for a second SVP outing. Technically, a rough, Mega Drivey version of Virtua Fighters is not an impossibility, but I'd remain sceptical about that. Auntie Sega is going ahead with Virtua Fighters on the 32X, and a Mega Drive version would take the stinkin' wind from the Nearly Next Generation gaming mushroom. As for Whigfield, she's yesterday's lamentable fart that thankfully failed to linger. R.I.P!

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Mega Drive games for sale - Kick Off 3, Page Master £25 each. Brand new. FIFA Soccer £20. Phone (Sheffield) **548629**, ask for Jason.

Mega Drive games for sale: SFII: SCE £20. FIFA '95 £25. Gauntlet IV £20. Rolling Thunder 2 £15. Dino Dini £20. Dungeon and Dragons £15. **Tel: Tim (01742) 584435** any time.

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Mega Drive with 17 games, including Populous, Sonic 3, Bubsy 2 - all for £100, or swap for Amiga with plenty of games. If interested, call Robin on **(Chelmsford) 358404**.

Sega Mega drive II with two controllers, only two months old, still under guaran

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For sale: Mortal Kombat 2, F22 Interceptor, World of Illusion, Sonic 1, Ecco. The lot for £60. Will throw in joy-pad for free. **Tel: (01222) 373626** after 4.30pm. Get Joe.

Sega Game Gear with five games, carry case including magnifier, adaptor, etc. Costs over £185 - sell £145 ono. Ring ansaphone after 5pm on **(01491) 671451**. Ask for James Brown.

Mega Drive: six games including Street Fighter II. Two pad - buyer must collect from London area. £90. Call Will on **(0181) 993 0989** after 6pm.

Game Gear, carry case, TV tuner, main adaptor, magnifier and Streets Of Rage, Shinobi, Land of Illusion, Sonic 2, Crystal Warriors, Lucky Dime Caper and Outrun: £150. Phone **(01707) 335361**.

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Mega Drive and Mega CD: boxed as new. Over 15 top CD games, Menacer and three carts. £300 the lot. Some games old separately. £20 each. **Tel: (01378) 628238** after 7pm.

Mega Drive - 15 games inc: Lemmings 2, Dune 2, Sonic 1, 2, 3, Earthworm Jim, Jungle Strike, Road Rash II. Worth £750, sell for £370. **Tel: (01989) 740351**.

Game Gear in excellent condition with 10 games which include Mortal Kombat, Super Off Road, Global Gladiators, a mains adaptor and carry case. All boxed, worth £351. Will sell for £110. **Call (01451) 831215**.

Wanted

TV Tuner for the Game Gear. Decent condition please! With box if possible. Phone **(01535) 606732**.

Swaps

I will swap all these games: Super Hang On, World Cup Italia and Columns) for any of Combat Cars, General Chaos, Theme Park or Urban Strike. Call **(01237) 478975**.

I'll swap Gun Ship for Zero Tolerance, and I'll also swap Issue 63 for Issue 58. Call David on **(01462) 432879**.

I'll swap Ecco the Dolphin for Streets of Rage, Aquatic Games, Fantasia or X-Men. Please somebody get this game off me. In good condition. **Tel: (01375) 891953**.

I'm willing to swap Earthworm Jim for NBA Jam. Phone after 5pm on **(01782) 304753**.

Games to swap: Thunder Force IV, Hellfire, Gynoug, Bio Hazard, Battle, Road Rash II, Sonic 2 and Altered Beast (if anyone wants it!). Phone Phil on: **(01113) 2707163**.

Will swap Mega Drive EA Ice Hockey and John Madden's American Football (boxed with instructions) for Mega Drive Road Rash II. Phone Matthew on **(01225) 863691** after 4pm.

I'll swap Mortal Kombat II on the Mega Drive for Mega Bomberman. It's boxed with manual. **Tel: (01325) 380479** after 6pm.

Penpals

I am a 14 year old boy looking for a 14-16 year old boy or girl. Likes music, animals, computers, anything. Photo. If possible, reply (almost) to all letters. Write to: Curti Seabrook, 10 Finstock Close, Granley Fields, Cheltenham, Gloucestershire, GL51 6LN.

Big, dithering gorilla with a fondness for daffodils seeks a kitchen worktop to chop onions with. Will you be my Mister Plough? Oh go on, that's my name. THAT NAME AGAIN IS MISTER PLOUGH. Fax me, wax me, Shake and bleedin' Vax me. IT'S THE LAW! (Do you think we got away with it? - Girl) (No address, idiot - Man) (Well, blow me, HE'S RIGHT AGAIN - Jesus)

Reader Ad Order Form

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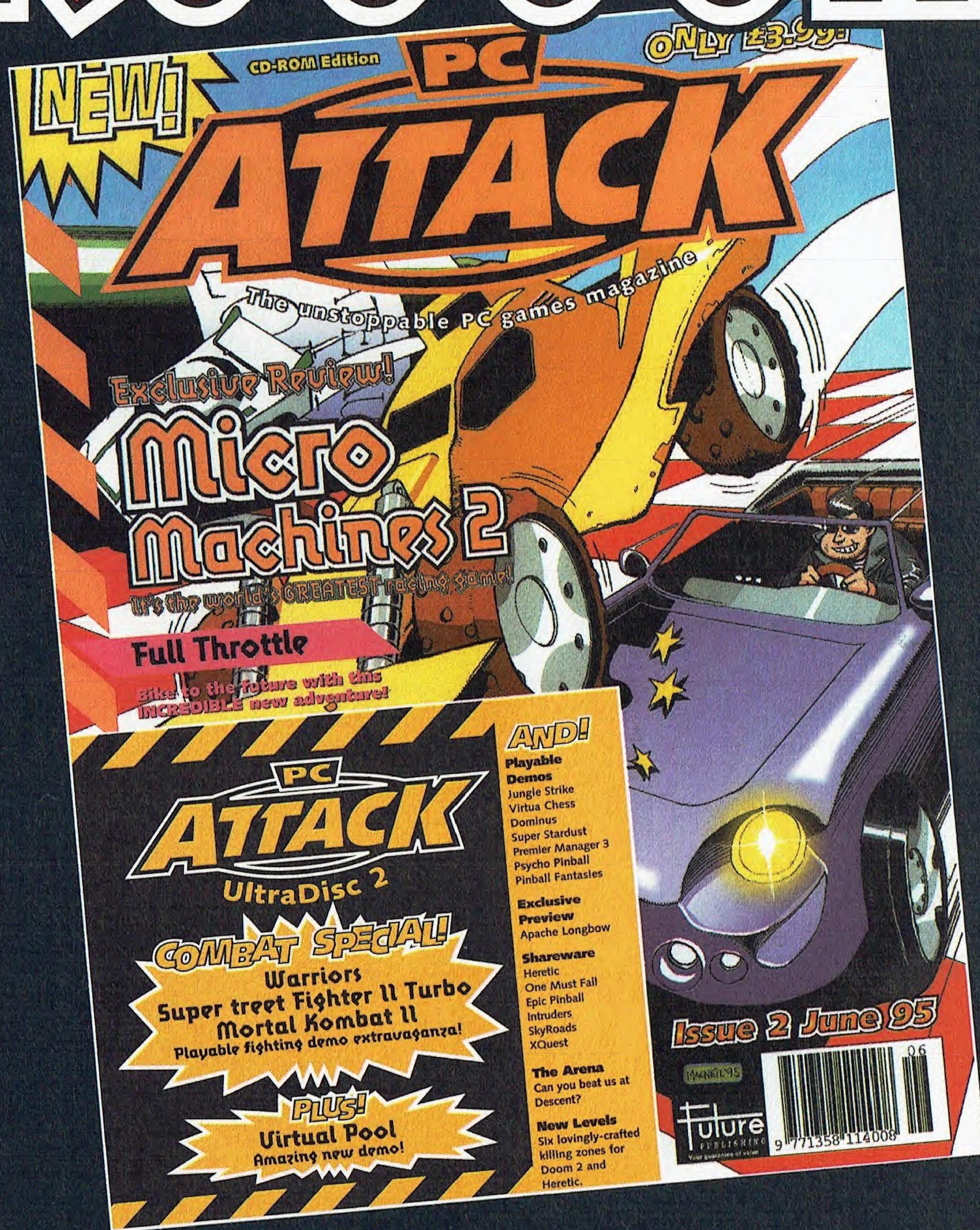
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Bored yet? THOUGHT SO. Since this issue already has a massive whatyervavesthen? compilation we thought, quite rightly, that too much salt and your body starts to resemble June Whitfield being fried with eggs. AND WHO WANTS THAT? So, Reader's Top Ten ditched, other stuff lassoed. This Most Wanted was brought to you by the hairs inside our coffee machine. Achtung!

Glamorous Teacher

New!

Have you got a teacher at your school who you think is a BIT OF ALL RIGHT? Then we want to know! This is the deal. You send in a photo of your favourite-looking teacher (on his/her own or in a class photo shoot plus the name of your school) and the cart-of-the-month could be yours. PLUS! A bunch of lovely flowers sent to your choice of glitzy teacher courtesy of us. This month a copy of *Street Racer* goes to Joshua Robbins of Kent for his recommended glamorous teacher, Miss Hawkins. ISN'T SHE JUST SMASHING, LADS. Get sending in those photos to *Glamorous Teacher*, Sega Power, 30 Monmouth Street, Bath, Avon, BA1 2BW.



You'd have thought that the never-ending food tube that's known to suburban kind as The Dog would be quite happy eating, sleeping and sniffing other dog's bumholes. BUT OBVIOUSLY WE WERE WRONG.

Yes, for a pocket-baffling £19.99 from all good Argos stores, you can purchase (sigh) The Cosi Kennel, a sort of fur-lined shed for your dog to stink out and wet itself in.

Apart from burning, flushing, eating or pledging it to Comic Relief, this is the fifth best way to pointlessly waste a twenty pound note. AND THAT'S OFFICIAL, POTATO PANTS.

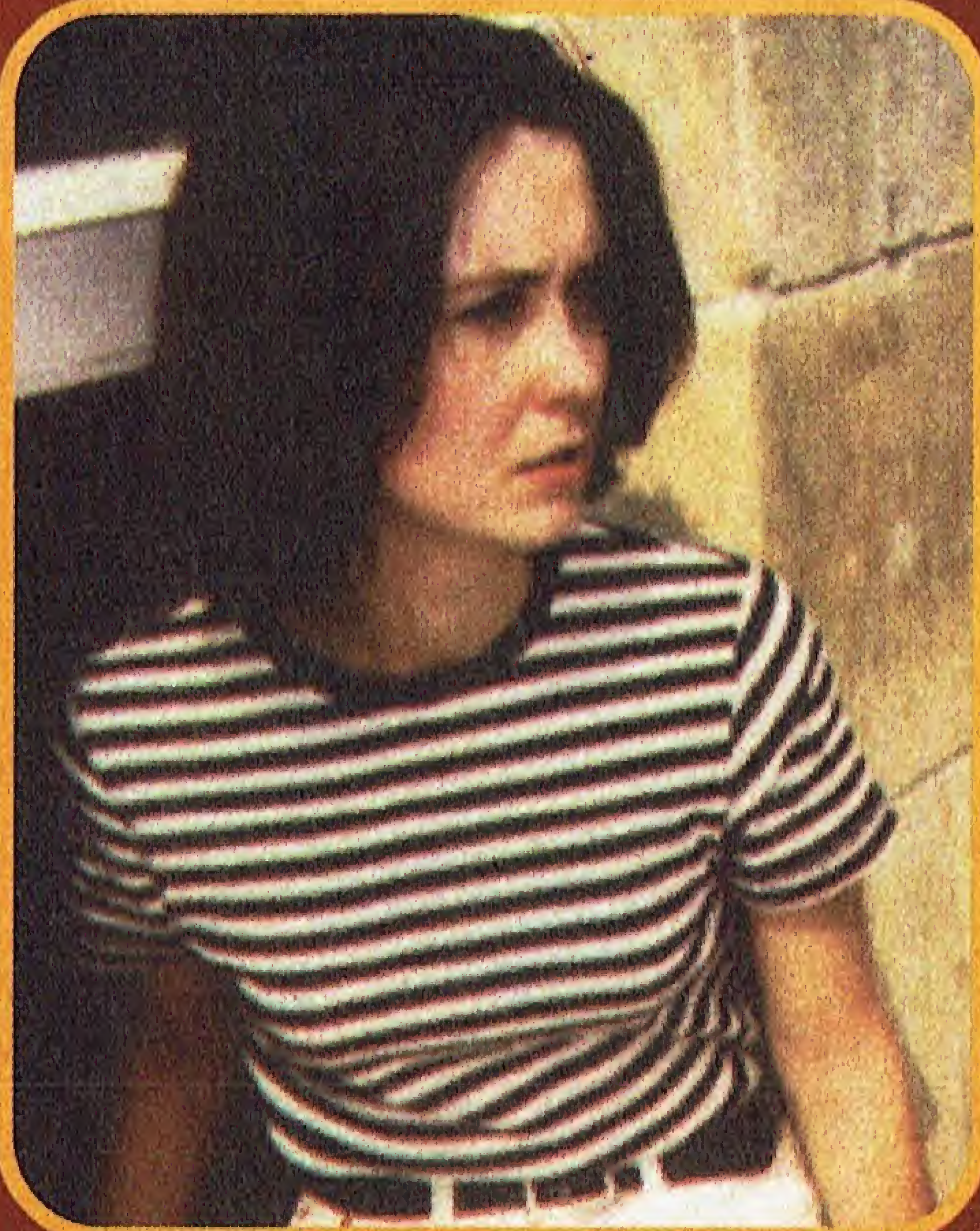
Bizzer of the Month



There we were about to launch our national campaign to send Marti Pellow's face 20,000 leagues under the sea when - blitzen! - we received this from our post chimp. Happy helpings of that gorgeous record by the fabulous Wet Wet Wet were, quite literally, shoved up a dog. It didn't matter anymore! The world could fry itself! Masking tape for all! For we had a photograph of Ruth Maddoc from that Hi-De-Hi! programme reading *Sega Power*! In fancy dress! From a pantomime! Sebastian Jones, paparazzi prince, we will send you a cart for teaching us how to smile again. Thankyou, darling.

Useless Product of The Month

My Stinkin' SNES Mate



WE TENDERLY LICK YOUR NEEDS! In another coup of unsurpassed reader interaction, *Most Wanted* is taking up where your What's Best arguments are left in a stodgy stalemate. Have YOU got a best pal who constantly gets on your rug with his/her constant 'But SNES is best' comments? Then this is the place to settle those differences! All you have to do is send in a pic of your 'mate' and a couple of dismal details about his/her spazzy life and - roostah! - *Sega Power* has immediately sorted out all those differences in YOUR FAVOUR.

Just to start us off, this month's grisly entrant is our very own ex-deputy editor Alison Harper, who deserted the exciting world of Sega entertainment to edit *Superplay*, hence taking a headfirst lunge into the stinkin' wheelybin world of SNES. Since her departure, a musty, stinky, manurey cloud has formed around her distinctly SNESy aura, her voice has gone up fifteen octaves and her thumbs have developed some quite revolting invisible warts. She is, quite literally, STINKIN' OF SNES.

Get even and send in yer SNES loving pals to MY STINKIN' SNES MATE, *Sega Power*, 30 Monmouth Street, Bath, Avon, BA1 2BW. YOU KNOW YOU WANT TO.

Ten better things to do with your 32X

Seeing as there still aren't any really decent games for this console cripple, we reckon you may as well make the most of that well-spent, well-gone £160. And remember: we don't reeeally mean it. So don't moan - it's just for fun...

1. HAMMY HOME Pet owners everywhere! Ever worry when you leave the house that your pet hamster may be lonely or left to cause mischief? Stop a-fretting, because the *Hammy Home* is here! Easily fitted under the arm, in your handbag or even on most car roof racks, the *Hammy Home* is the ideal place to keep an eye on troublesome hamsters while you're on the move. And you better believe your pet has never been so snug! Warning: Hamster may die.

2. THE HOVIS MASTER Everybody knows that breakfast is the most important meal of the day. So why not pop a slab of your favourite, yeast-based nutrition that mankind has enjoyed since the beginning of time into the handy, slice-of-bread sized bit at the top? Crumpets, muffins and those pikelet things that seem to have appeared from the bosom-end of nowhere and onto the shop shelves can also provide a mouthwatering toasted treat. Yum yum! It's The Hovis Master!

3. SOAP-U-FLOAT So you're in the bath, having a relaxing soak, washing those troubles away, not a care in the world when... Oh no! *Where's that soap gone?* Don't turn bath time into disaster. The unique, almost boat-like floating ability of the *Soap-U-Float* means that you'll never mislay your soap EVER AGAIN! Caution: sinks when hot.

4. CYBERCLOGS Hey you! This is a FEET of clothing engineering! Hollowed out by Sega's finest

cobblers, this end-of-the-century, futuristic slipper set can be worn absolutely anywhere - including the lounge! Comfy, crucial and devastatingly fashionable, you too can be hip at home with *Cyberclogs*. One size only.

5. ROBOT RALPHY Celebrate the launch of Sega's newest mascot with your very own replica *Robot Ralphy*. Made from the stuff that that 32X thing was, only with some of those googly eyes you get on crap, fire-hazard cuddly toys made by gypsies with no teeth and ridiculous hair, you'll never be alone with Ralphy by your side. Cuddly, bubbly and 100% plastic. CASH ONLY.

6. THE WINNET WIPER Whether you're dying for a slash or just need to relax, squat and do a really good jobby, let the *Winnet Wiper* take away all of your post-plop troubles. No more fumbling about the bathroom floor for scraggs of bog roll with your pants around your ankles! Simply insert single sheets of your favourite shed paper into this unique dispenser and simple wipe and go! The *Winnet Wiper*: Number one for number twos! SCIENTIFICALLY PROVEN!

7. TECHNOBOX Hey! You've heard of E-mail - now get the REAL excitement of electronic mail with the *Techno Box*! Simply slip this into the space where your old letterbox was, plug it in and wait for those postman-delivered letters to be electronically 'fed' through your front door! AS SEEN ON TV!

8. Er, like, melt it down and mould the plastic into a pair of flip-flops?

9. Oh, I don't know. A paperweight or something...

10. SMALL ADS

Why waste time with your 32X when you could have a Master System! Simply turn to the marked pages of your very own *Sega Power*, fill in the form and - voila! - good riddance to that troublesome piece of plastic.

Next Month: ten things to do with the money you were going to save for that Sega Saturn thing. Probably...



Next Month!

32x Sports Extravaganza

We can't promise you the world here at Sega Power, or that the water from your taps will turn into wine, or liquid gold, but we can promise you an issue containing things like...

Reviews of Acclaim's sports titles...

The very latest Mega Drive news...

More INTERESTING Saturn news...

And the odd funny bit. Kind of like usual, really.

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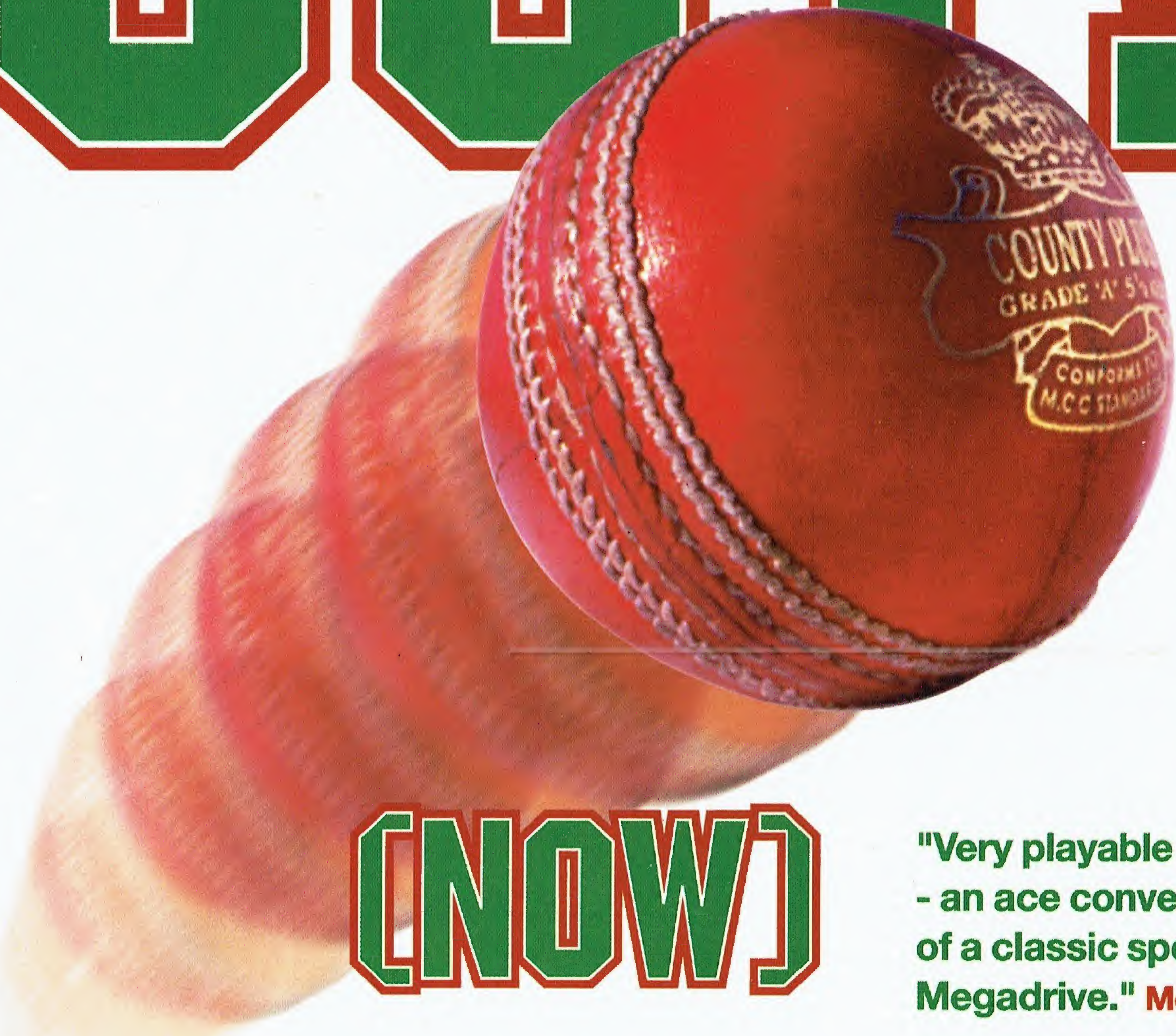
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OUT!



**"Very playable and addictive
- an ace conversion
of a classic sport to the
Megadrive." Mean Machines**

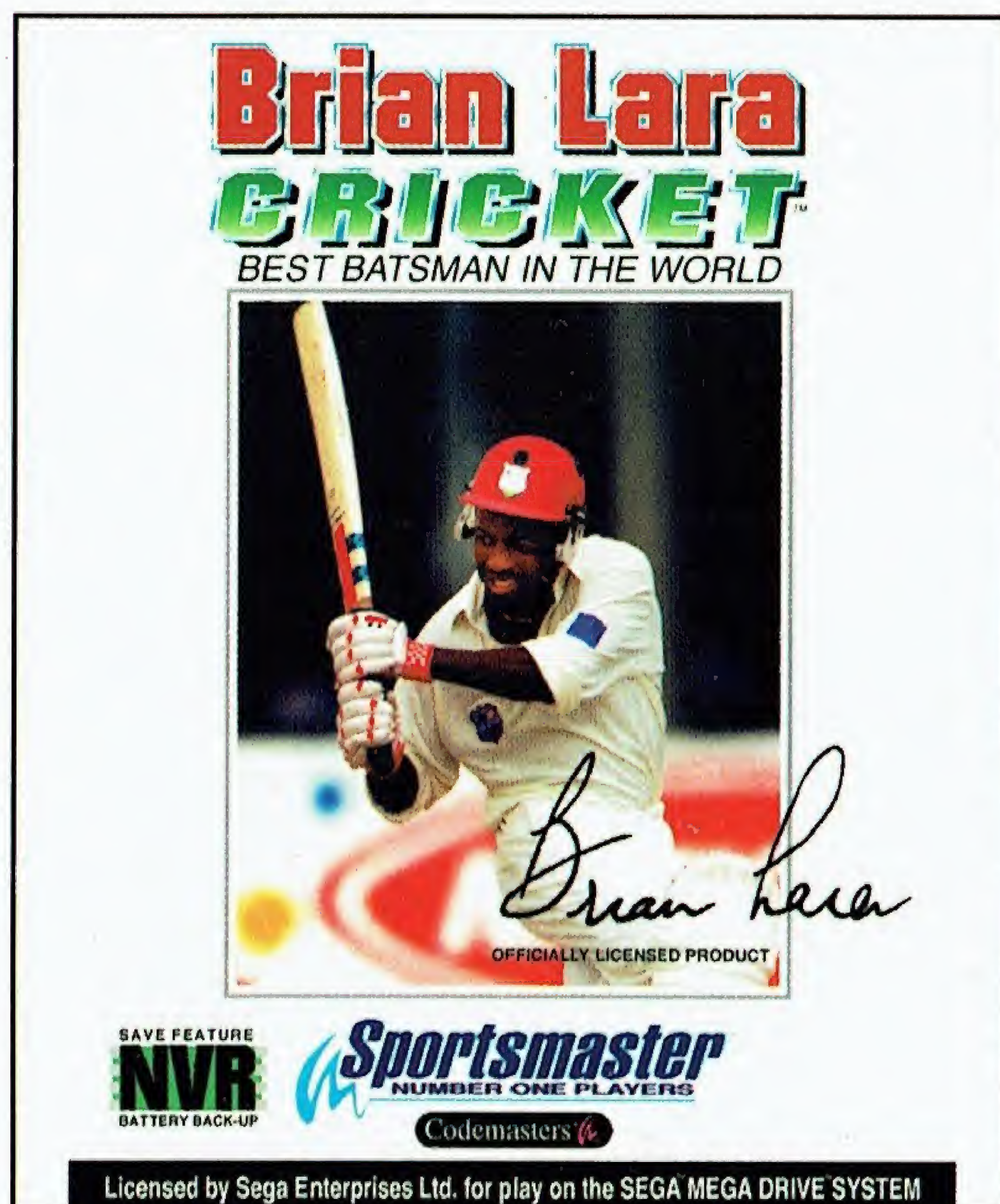
Brian Lara, the highest scoring batsman in Test history has joined the Sportsmaster team for this superb box-busting cricket simulation.

For the first time, square drives, on drives and cover drives are all on the Megadrive.

Up to 4 of you can play, selecting the team and adopting different tactics as well as having complete control of all your players



Sportsmaster
NUMBER ONE PLAYERS



on the field. You can even save the game using the battery back-up.

Bouncers, yorkers, googlies - everything except ball-tampering is right here, accurately reproduced in real-time 3D panoramic perspective!

You'll need judgement, cunning and fingers like lightning - are you up to the ultimate test?



Codemasters